

There are two cases of player input. The first case is when the game asks if the player is ready to play the game, and only accepts inputs Y or N. The second case is when the player is required to make a guess at what the code might be. The player may then either guess 4 capital letters in a row, or type out "HISTORY" to review the prior moves made.

The five classes I plan to create are: Driver.java, Game.java, Input.java, Print.java, and GameFunctions.java. Driver.java and Game.java are the two required classes as specified by the project description. Driver.java holds the main function, which calls the runGame function found in Game.java. The runGame function is the primary responsibility holder for the game itself. It prints the welcome statement, calls input functions in Input.java, and holds a while loop that runs while the player still has remaining turns. Input.java holds all functions related to player input, including the initial ready question and guess/history question. All calls for printing text to the console are made using the Print.java class. This holds all callable print functions in the game, including the welcome message and results of guesses. GameFunctions.java holds all other global variables and functions required to run the game, including the function that compares the guess to the code and the function that retrieves the history to be printed.

