## The name of the GUI application

Whack-a-Mole

# What is the purpose of the Application?

The user will need to whack the mole when he appears on the screen.

## List the reason you are creating the Application.

It sounds like a fun idea.

Simple games help teach children how to use a mouse to interact with computers.

## What do you want the Application to accomplish?

The application will display a mole in one of 9 locations. The user will need to select the mole with the mouse to “whack” the mole.

## Who is your target audience?

The target audience would be primarily younger children.

**Current State**

What works:

* Main window displays
* When the user clicks on the mole he will move around the grid.
* New Game resets the game (mole moves to center, score and lives are reset)
* High Scores button opens the High Scores window
* Scores are recorded in the scores.txt file

Problems:

* High Scores from scores.txt are not displayed in the High Score window
* End game doesn’t do anything yet
* Unable to disable all interactions once the game is over

Next Steps:

* Fix the current problems. 😉
* Only keep the top x number of scores