CIS 227 Assignment 6

Assignment Details

Modify Assignment to include Map and/or Multimap

Create a log file of actions take within the program

Provide an option for the user to enter their player name and use it in player output

Add a point system for your hangman game. Points per letter, points for a win.

Create a High Score list and output on demand

Limit the number of attempts to guess the word.

Provide additional feedback to the user, guessed incorrect letters, You win or you lose message

Give the user a “hint” upon request

Team Roles

Lead Programmer – Jesse Hamman

UX/UI Programmer – Joe Barron

Functional Programmer – Joe Oudemolen

Program – 70

UX/UI – 35

Function - 35

Documentation – 30

Total Possible Points – 100

**Version 0.0.3**

| REVISION HISTORY | | | |
| --- | --- | --- | --- |
| DATE | VERSION | DESCRIPTION | AUTHOR |
| 2/2/2021 | 0.0.1 | Base Requirements met, allowing user input and receive a word from an array | Joe, Jesse, Joe |
| 2/9/2021 | 0.0.2 | Have the user choose a word and play a letter guess game and give them feedback on their guess | Joe, Jesse, Joe |
| 3/9/2021 | 0.0.3 | Add in a scoring system and allow the user to play the letter guess game with a limited number of guesses | Joe, Jesse, Joe |
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# INTRODUCTION

## PURPOSE

Identify and describe scope of product whose technical specifications are being documented and describe desired outcome.

The purpose of this program is to allow a use to select a word randomly form the array or the text file the program reads in. It will then let you play a letter guessing game and keep track of points.

## DOCUMENT CONVENTIONS

Describe any naming or structural conventions employed throughout document and how they benefit reader.

Variables use the naming convention of a single character to signify the data type followed by a name to describe what the variable holds. E.X. bOut holds a Boolean to exit the while loop.

## REFERENCES

List any referenced document names or links.

Cplusplus.com

C++ the complete reference fourth edition

# DESCRIPTION

## FEATURES

List main features with brief description.

The main features of this program allow a user to play a letter guessing game based on the word that they select. The program will also log every time the program is terminated.

## USER OVERVIEW

Define groups and describe user characteristics.

This program is for any user wanting to play the letter guessing game. There are nor specific user characteristics.

## ASSUMPTIONS / DEPENDENCIES

Detail all assumed factors (not known facts) that could potentially impact technical specifications set forth. Include external factors.

The program assumes the user will only enter certain variables (eg. Number or letter) when asked.

# SYSTEM FEATURES

## SYSTEM FEATURE 1

|  |  |
| --- | --- |
| **DESCRIPTION AND PRIORITY** | Selects a word from the array or text file |
| **STIMULUS / RESPONSE SEQUENCES** | Inputs must be obtained from the user |
| **FUNCTIONAL REQUIREMENTS** | This works when the user enters the number for a word they want to play the game with. |

## SYSTEM FEATURE 2

|  |  |
| --- | --- |
| **DESCRIPTION AND PRIORITY** | Playing the letter guess game |
| **STIMULUS / RESPONSE SEQUENCES** | Inputs must be obtained from the user |
| **FUNCTIONAL REQUIREMENTS** | This feature works when the user guesses letters to from the secret word. Answers must be letters for the program to check if they are right. |

## SYSTEM FEATURE 3

|  |  |
| --- | --- |
| **DESCRIPTION AND PRIORITY** | Creates a log of the program |
| **STIMULUS / RESPONSE SEQUENCES** | Program is terminated |
| **FUNCTIONAL REQUIREMENTS** | This feature works when the program is terminated and closed. This will create a log file of when it was closed. |

# REQUIREMENTS OF EXTERNAL INTERFACE

## USER INTERFACES

Describe product / user interface characteristics, including standards, style guides, constraints, functionality, and sample screens if applicable.

The user interface is laid out in a numbered fashion that allows the user to simply choose an option by entering the number corresponding to that option. It also allows a user to exit the program from the main menu.

# APPENDICES

## APPENDIX A: GLOSSARY OF TERMS

Define all terms and unique acronyms employed throughout document and specific to project.

There are no unique acronyms used in the program.

## APPENDIX B: ANALYSIS DOCUMENTATION

List file / document names / provided links to all diagrams, models, additional findings pertinent to technical specification development.

Read.h

CheckLetterClass.cpp

Score.h

ScoreClass.cpp

Assignment3.cpp

CheckGuess.h

Assignment2.h

Assignment2Class.cpp

Log.h

ReadFileClass.cpp

RandomWords.txt

## APPENDIX C: ISSUES

List all unresolved issues, TBDs, pending decisions, findings required, conflicts, etc.

| ISSUES | | |
| --- | --- | --- |
| ID | DESCRIPTION | PARTY RESPONSIBLE |
| 001 | Program exits if a letter is entered instead of a number at the menu | Joe, Jesse, Joe |
| 002 | If a hint is used as the last letter, the program enters a never-ending loop | Joe, Jesse, Joe |
| 003 | When asking for a hint, it says that it is incorrect | Joe, Jesse, Joe |
| 004 | At times, says that first guess it incorrect, even if correct | Joe, Jesse, Joe |
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