

# Hacking Game Version 7 Description

1. The game opens a window
  - It has title Hacking
  - It has aspect ratio 6:5
  - It has a black background
2. The game displays a header
  - It consists of two content lines followed by a blank line
  - The first content line indicates debug mode
  - The second content line indicates 4 attempt lefts
  - It is in the top left corner of the window
3. The game displays a password list
  - It consists of 13 content lines followed by a blank line
  - Each content line contains one password
  - Each password is embedded in random symbols
  - It is directly below the header
4. The game repeatedly prompts for a guess and decrements the number of attempts left
  - If the player has not made a correct guess yet
  - If there are more than zero attempts remaining
  - The prompt indicates the player should enter the password
  - The prompt is below the password list or the previous prompt
5. During the guess repetition, the game displays a hint
  - If the guess is incorrect and there is one or more attempts remaining
  - It consists of two content lines
  - The first content line indicates the guess was incorrect
  - The second content line indicates the number of letters in matching positions
  - It is in the top right half of the window
  - It is directly below any other hints
6. During the guess repetition, the game displays a warning
  - If there is exactly 1 attempt remaining
  - It indicates the player will be locked out
  - It is in the bottom right corner of the window
7. The player enters a guess and presses the enter key
8. The game clears the window
9. The game displays a success outcome
  - If the guess is correct
  - The second and third content lines indicate success
10. The game displays a failure outcome
  - If the guess is incorrect
  - The second and third content lines indicate failure
11. The player presses the enter key to exit the program
12. The game closes the window
13. Every text object has common attribute(s)
  - It uses small font size
  - It is green on black
14. Every non-prompt text object has common attribute(s)
  - It has a 0.3 second pause after displaying each line
15. Every outcome has common attribute(s)
  - It contains four content lines separated by three blank lines
  - The first content line is the guess
  - The fourth content line is a prompt to press enter for exit
  - It is in the center of the window