**Phase 0:**

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| --- | --- | --- | --- | --- |
| **Name of Team:**  Whitelight | | | | |
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| **Project Title:**  What number am I thinking of? | | | | | |
| **Project Description:**  Directly from sample:  The app chooses a number between 1 and X. If the user guesses the number right, congratulate  them. Also have the app ask the user for how many attempts they must guess the number. Once  they guess the number correctly, add their name to a list which is displayed on the app (ask user  for name once they win).  - The list can be stored in a file so the guess's name and attempts are saved  - The list will have approxiamtely 3-6 names listed on there. Best attempts  - User can decide from 3 difficulty levels. Range will increase. | | | | | |
| **Project Description** (Revised from Zoom Meeting):  - Leaderboard system for 3 difficulties. Easy, medium, hard. - Scoring system is based on the number of attemps. Lower gueses being better. Scoring for leaderboard system will be followed:  Easy: Number Range: 1-10 Number of Guesses: 5  Medium:  Number Range: 1-50 Number of Guesses: 10  Hard:  Number Range: 1-100 Number of Guesses: 20  Medium and Hard Difficulty will assist the user by stating if their guess was lower or higher than the randomly generated number. (Will be tested)  - Each list will have the top 5 best user scores | | | | | | |

**Phase 1 - Function Requirements**

1. Name entered after attempt must be between 3-10 characters long, case sensitive. Else an error message on the app will be displayed.
2. Name entered must be unique; no replica names allowed
3. If the user's attempt does not make it in the top 5 of the chosen difficulty, the system will skip the process of asking the user's name.
4. If the user scores in the top 5 of the leaderboard, there will not be an option to refuse the input of the users attempt.
5. The random number generated will be an integer. The user's guess must also be an integer. Else an error message will be shown.
6. User can interact with the app to view the 3 leaderboards inside the app.
7. Leaderboards will all be recorded in their individual documents. These documents are files stored in the user's computer storage.
8. The user will have the option to clear any of the leaderboards of their choice as well as the option to clear every leaderboard.
9. The application will allow the user to navigate the following:  
   - Playing the guessing game  
   - Viewing the leaderboards  
   - Viewing a menu of instructions/how the application works
10. When recording a users attempt, the following will be recorded:  
    - Name  
    - Number of attempts
11. In the case of the user having the same score as another on the recorded leaderboard, the user's new attempt will be placed ahead on the old attempt on the leaderboard.

**Phase 3 - Technologies and Tools**

**Github**

Main platform for team members to work together on and communicate what needs to be fixed or implemented.

Link: <https://github.com/Lamd11/main/tree/master>

Owner: Daniel  
Username: Lamd11

**Reading and Writing Text Files:**

Will be reading and writing text files to both read and store user data

java.io.File class  
java.io.FileWriter  
java.util.Scanner

Functions

- Storing user accounts, passwords, and their scores

- Security Questions for user accounts

**Youtube**

Will be the platform to demonstrate the game and thoughts on the development of the project.

- Still in discussion of who is uploading the video