WORD SEARCH PUZZLE – REQUIREMENTS

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Version 1.

Date 17/02/2017

The word search puzzle is a game that consists of words placed in a grid. The objective is to find all the words hidden inside the board.

1.   Players

This is a single player game.

2.   The words

All the words on the board are related to a subject.

The words may be placed horizontally or vertically.

When the player finds a word, the player specifies it by writing on the command line the first and the last cell of the word.

If a player finds a word that exists, but it is not on the list of words to find. The player is informed that the word is not on list.

3.   The board

The board has maximum N rows and N columns (N > 3).

Each row and each column has a number to be able to identify them.

Each cell of the board corresponds to a letter.

X words are placed on the board. The maximum length of a word is N and the minimum is 3.

Each row can rotate horizontally and each column can rotate vertically to allow the player to find the words.

If the player wants to rotate a column, the player must specify the number of the column and how many steps wants to rotate up or down.

If the player wants to rotate a row, the player must specify the number of the row and how many steps wants to rotate left or right.

Each row and each column can be rotated as many times as wished.

4.   The subjects

The language of the game is English.

Before starting the game, a player chooses a subject. All the words on the board are related to this subject.

The game has a list of words corresponding to each subject.

The words that are placed on the board are chosen randomly in every game according to the subject.

The subjects are import from a .xml file before starting the game.

5.   The clues

The clues help the player finding the words.

The player can choose one of the following options.

5.1 By solution: the subject and the list of words that have not been found are displayed for each board.

> Animals:
>
> > Monkey.
> >
> > Dog.
> >
> > Cat.

6.   The rules

The player has to find X words on the board. The game is over when the player finds all the words on the board or requests the end of the game.

7.   The instructions

The instructions of the game are imported from a text file.

The instructions of the game can be displayed before starting and during the game.

8.   The commands

The game does not make a different between uppercase and lower case letters when a player introduces a command.

Spaces at the beginning or at the end of the word are considered as part of the command.

9.   User Guide

There is a user guide which explains the rules to the user. (user_guide.pdf)

This document is complemented and consistent with the user guide.