

Word Smash

Created By: Rochel Susholz

Overview

This document describes the requirements for the software implementation of **Word Smash**, a fast-paced word game where players smash buttons to guess hidden words. The game is designed for quick, engaging, and stimulating play. Provided below is a description of the game as well as the requirements for the code implementation.

The Game

Players are presented with a series of blank spaces representing a hidden word. A set of buttons with letters is displayed below the blanks. Players must guess the word by clicking the correct letters.

Software Implementation

UI Elements

1. **Word Display:**
 - A series of dashes () represents the hidden word.
 - Correctly guessed letters replace the corresponding dashes.
 2. **Letter Buttons:**
 - A grid of buttons (e.g., A-Z) allows players to guess letters.
 - Buttons are disabled after being clicked to prevent reuse.
 3. **Top Toolbar:**
 - **Start Button:** Begins a new game.
 - **Hint Button:** Reveals a random correct letter (limited to 1 use per word).
 - **Game Status Label:** Displays messages like "Game Started," "Correct Guess!", "Incorrect Guess!", "You Win!", or "Try Again!".
 4. **Score Display:**
 - Shows the current score based on correct guesses.
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Game Process and Rules

1. Starting the Game:

- The player clicks the "Start" button to begin.
- A random word is selected from the predefined GnuciDictionary list and represented by dashes in the Word Display.

2. Gameplay:

- The player clicks letter buttons to guess.
- Correct guesses reveal the letter(s) in the Word Display.
- Incorrect guesses are tracked and then disabled but do not end the game.

3. Winning:

- The game ends when the player guesses the word completely.

4. Other Rules:

- Each word starts with a limited number of guesses (e.g., 10 incorrect guesses). If the player reaches the limit without guessing the word, the game ends.
- The game resets if "Start" is clicked mid-game.