Group name: Pro 3.0

Group members: Renisha Sookdawe, Jialin Yu, Thato Mogatla, Lesedi Pitsi

Group mentor: Ella Wilby

Project Title: Hangman

Project Description: Hangman is an enjoyable, but also educational game that requires users to guess words, given the mixed-up version of the word.

Instructions for using the Application (allowable actions): Register as a player, login to the game, choose a category and then get on to playing the game.

Tools or Concepts Used: Writing and reading from a text file, components such as combo box, buttons, labels and text fields, data structures such as arrays and lists, conditional statements such as switch method and if, else statements and loops. The game also keeps the user engaged by music that is played throughout the game.

Our Assumptions: Users will understand the essence of the game given by the game and will be eager to play it.

Our Limitations: Monitoring user high scores for users to see without being able to change another user’s score.