Shayna Snyder

CS372

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Final Project: First Deliverable

For my final project, I plan on creating a single-player game that combines aspects of the board games Clue and Mastermind. This will hopefully resemble Clue in the way the board/graphics are displayed, in the story line, and in the overall objective of the game (to guess the correct suspect, weapon, and room). The game will resemble aspects of Mastermind in order to make the game single-player. For each guess the user makes, they are informed of how many items are incorrect, but not which ones are incorrect. The correct combination of the three objects will be randomly generated. Then the user will make guesses, and void functions will compare if the guesses and correct combination match.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | Item |  |  |
|  |  | -type : String  -name : String  -correct : String[ ]  -isGuilty : boolean |  |  |
|  |  | + getType() : String  + getType() : String  + getCorrect() :String[ ] |  |  |
|  |  |  |  |  |
| Suspect |  | Weapon |  | Room |
| -name : String  -isGuilty : boolean |  | -name : String  -isGuilty : boolean |  | -name : String  -isGuilty : boolean |
| + getName() : String  +checkGuess() : void |  | + getName() : String  +checkGuess() : void |  | + getName() : String  + checkGuess() : void |