Hangman – Group Project

Program Specification - In this project, you will:

- Create an Object Oriented Program design for Hangman
- Use File I/O to populate an ArrayList of words
- Utilize an interface
- Create a Console App & a GUI App

Step 1 - Determine Roles

- Project Leader overall design, assignment of methods and objects
- Object and Method Developers
- File I/O and-or Graphics Specialists
- Console App Developers
- GUI App Developers

Step 2 – In your groups, decide who will work on which methods and objects.

- What are the objects? How many objects will you need?
- What data is associated with each object?
- How do the objects interact?

Step 3 – Project Design:

Come up with an overall plan and determine responsibilities for each member of the group.

Every method should be documented as to @author(s)

Step 4 – Code Approval:

BEFORE you begin coding... your group must sit with Mr. A to discuss your approach and get approval to begin coding.