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Requirements Specifications

Final Project

Picture Game

This project will be designed to allow the user to select specific parts of a picture so that they can eventually guess what the picture is. So the goal of the project is to create a program that will allow the user to select a square and have the picture that corresponds to the square pop up.

In this project, we are creating a project using Windows Applications. This program will have a three by three grid coded into the program. The user will click on a square which will cause the program to load an I/O file into the location. The I/O will be a part of a picture. Thus, if they clicked on every square, the entire picture would be revealed. The user can click on the squares at random to see different parts of the picture.

After the I/O is displayed in the square, the user will click on a different square and cause another I/O file to be loaded into the new square. When the user selects new game from the file, a different picture will be loaded. This will rotate through the pictures that are loaded into the program. The program is set up so that if they click on a square that is already part of the picture nothing will happen.

There are two classes in this program. They come from the Windows apps programming. There is a pic and a manage header and cpp file.

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| --- |
| Manage |
| -extern bool board[3][3]  -extern bool gameOver  - extern char key  -extern vector<HBITMAP> images[3]  -extern int round |
| + void GameReset()  +void GameDrawBoard(HWND hwnd, HDC hdc  +void GameSetMove(int i, int j)  +void GameCheckWinner(HWND hwnd)  +void DrawPic(HDC hdc, int i, int j)  + void GameSetKey(WPARAM wParam) |

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| Manage |
| - const int ID\_TIMER=8000  -const int windowHeightMin=500  -const in windowWidthMin=500 |
| + |

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| Grid |
| - string \_name  - int \_size  - bool correct  -vector Square |
| + int getName()  + void setName(int size)  + void drawGrid()  + void button()  +void answer() |

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| --- |
| Square |
| - int \_x\_location  - int \_y\_location  - int square  - bool selected |
| + bool selectSquare() (//lets you know if the square has been selected yet)  + int getLocation()  + void setlocation(int x\_location, int y\_location)  + void fileOpen(int square) |