

Report

Hangman Game

<https://github.com/alkafri/fabulous-stars-hangman>

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Customer vision: Christoffer “The Client” wants to develop a revolutionary Hangman game, which allows multiple players to play and compete against each other.

Reflection:

Story 1:

- As developer I need to compare between input letters and hidden word.
- Developer Ben & Ahmad
- Method compares between letter from player and hidden word as a list and return result.

```
72     var correct = player.getCorrectGuesses();
73     var wrong = player.getWrongGuesses();
74     // Check if the user input is in the array of letters
75     for (int i = 0; i < letters.length; i++) {
76
77         if (letters[i] == letter) {
78             // If a match is found, print the index and character
79             // System.out.println("Found a match at index " + i + ": " + letters[i]);
80             //replace '*' with correct letter
81             correct.set(i, letter);
82             foundMatch = true;
83
84         }
85     }
```

Story 2:

- As developer I need to create a hangman draw on wrong guesses.
- Developer Julius
- Using different images, the game will show one of these images according to the current number of wrong guesses.

```
40     public GameStage(IGame game) {
41         this.game = game;
42         this.isRunning = false;
43         this.canvasMap = new HashMap<>();
44         this.chatList = FXCollections.observableArrayList();
45
46         initOwner(GameApplication.getAppStage());
47         setTitle("Hangman");
48
49         // load images
50         var images = Arrays.asList(
51             "HangmanTranState1.png",
52             "HangmanTranState2.png",
53             "HangmanTranState3.png",
54             "HangmanTranState4.png",
55             "HangmanTranState5.png",
56             "HangmanTranState6.png",
57             "HangmanTranState7.png",
58             "HangmanTranState8.png",
59             "HangmanTranState9.png",
60             "HangmanTranState10.png",
61             "HangmanTranState11.png");
62         this.stateImages = new Image[images.size()];
63         for (int i = 0; i < stateImages.length; i++) {
64             this.stateImages[i] = new Image(images.get(i));
65         }
```

Story 3:

- As developer I need to get the user input for a hidden word.
- Developer Manjurekha
- This method takes the user input from a text box.

```
359     public void handleRequestWord(RequestWord event) {
360         media.getSound("button").play();
361         String word = null;
362         while (word == null) {
363             word = DialogHelper.promptString(String.format(
364                 "Enter new word between %d and %d letters:",
365                 event.getMinLength(),
366                 event.getMaxLength()
367             ));
368             if (word != null) {
369                 word = word.strip();
370                 if (!(word.length() >= event.getMinLength()
371                     && word.length() <= event.getMaxLength())) {
372                     word = null;
373                 }
374             }
375         }
376         // send to server
377         game.getManager().submitWord(word);
378     }
```

Closure:

We met almost every day to discuss the project. We agreed on the game structure, we decided the part for each one, we choose the challenging parts for each one, I was responsible on working on the game logic part alongside other team members.

Code review was about improving the code. Example:

- Ben to Ahmad: Comments need to be more detailed.
- Ahmad to Julius: Converting hidden word to list, to easily find correct position.

Work with agile probably was challenging, because of lack of work experience, I believe we need more practicing to be able to work according to agile probably.

We used “Kanban” as we used “Trello” to create tasks board and cards, not sufficiently, but more practicing will help to improve.