

Hot Cold Game Screen Specification

Overview

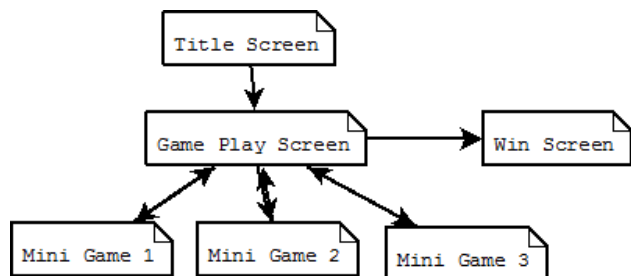
The Hot Cold game is a pathetically simple game where a user tries to guess a number between 0 and 50 that is chosen at random by the computer. This specification discusses how the game will work and how the user will interact with the game.

Scenarios

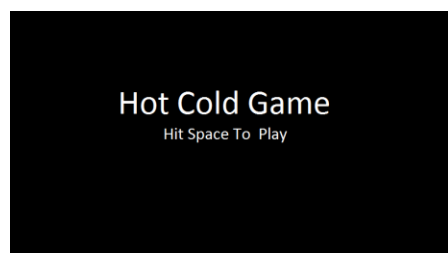
The user starts the game by entering a number between 0 and 50. If the number is closer than the last guess that it will print out warmer. If it is farther away than the last guess it will print out colder. If the number is off by 25 or greater, then the user will have to complete a very challenging mini game before being able to guess again. If the number is off by a number between 10 and 25 then the user will have to complete a somewhat challenging mini game and if the number is off by a number between 5 and 10 then the user will have to complete a fairly trivial mini game. If the user is within 5 or less of the number then they will not have to complete a mini game to continue. If at any point the user cannot complete a mini game then they will be forced to restart the game.

Hot Cold Flowchart

This is how the flow of the game will work.



Title Screen



If time permit this title screen will flash between black and white.

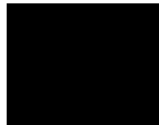
Wayne Landini

Game Play Screen

Enter a number between 0 and 50: 25
Warmer
Enter a number between 0 and 50: 27
Colder
Enter a number between 0 and 50: 24
Warmer
Enter a number between 0 and 50: 20
Warmer

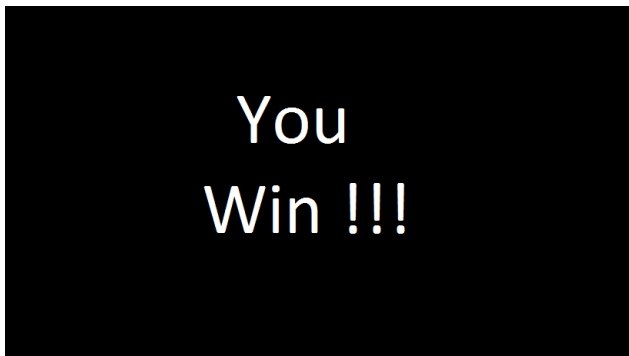
Mini Game Screen

Timer: 10



For the mini games the user will have to keep the block from hitting the wall. The user will have control of the block movement. The degree of difficulty will be determined by how fast the box moves.

Win Screen



This screen will flash black and white if time permits.

Lose screen will be the same exact format but with a different message.