Introduction

Group Members: Jennifer Ng, Winifred Thompson, Ankita Saha

Period: 1

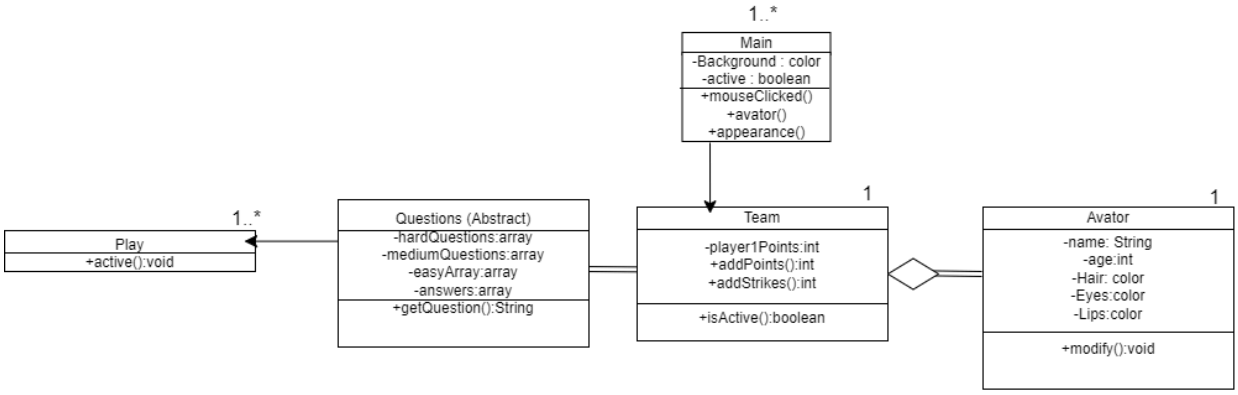
Group Name: The Nghason Family

Project Title: College Board Victims Association Feud

Description

This project is a two-player version recreation of Family Feud, a game between two families where they compete against each other to fill in the most popular answer to survey questions, with more common answers receiving more points. For our project, we will be simulating this gameplay while designing the home screen and game screen, as well as adding on our own features. In order to represent the two different teams or families, each player will first be able to customize their avatars, which will be achieved with the Scanner library to collect user input. Additionally, there will be three difficulty levels — easy, medium, and hard — that players will agree to game on, each with their own set of questions with the appropriate hardness. Once a level is selected, the Math library, specifically with Math.random(), will be used to randomly generate a question that the two players will race to answer first. The questions and their answers will be stored in an ArrayList, so the Array library will need to be imported. There will also be a game mode in which players can collaborate to design their own questions and create answers for them — these will be stored as a type of "special level" for other players to try out. Finally, throughout the entire course of the game, there will be a point collector that stores the number of points each player earned and a countdown timer on each question in the event that neither player answers within a certain amount of time.

UML Diagram



How does it work?

The objective of this two-player Family Feud recreation is to win as many points as possible in order to beat the other player. For a basic runthrough of the game, there will first be a home screen with a set of "How to Play" instructions that explain the overall premise of Family Feud. From there, players will use their mouse to press the "Play" button, which will take them to the avatar customization page, where both players will take turns answering a series of questions that allow them to design their avatar, including team name, girl/boy character, and accessories. This will be achieved with prompts on the screen that players can respond to by typing on their keyboard, with their answers being collected as user input. After that, the two players will agree on a difficulty level — easy, medium, or hard — and select it by clicking on one of the three options that will appear on the screen. This will take them to the competitive part of the game, where they are presented with a question that they will alternate to try to guess the supposedly most popular answers from survey-takers — the more "popular" the answer (for this game, whatever we decide makes the most sense), the more points associated with it. Players will achieve this by typing on their keyboard; whatever they answer will be stored as user input and compared to our catalog of right answers. Every time an answer is correct, it will be unveiled on the screen and the player who got it right will get points, but if their answer is not in the top 5 most popular choices (or in this case, the answers that we wrote), the player receives a strike. For each question, there will be a timer counting down two minutes to add more excitement to the game and to make sure rounds won't last forever. The game screen will look a little like this:

For the special gamemode, we're only going to implement it if we have time — otherwise, it's just an extra optional challenge for us right now.

Functionalities & Issues

Completed For This Meeting	**For Next Time**
Preliminary research and Documentation	Home Play Screen - Play button and importing stage set up
	Character Design - Able to make Avatar objects and determine characteristics (incl family name, etc)
ISSUES: currently none as the project is in its beginning stages	CSV Importation // CSV w/ Processing - How to import and convert the CSV data such that it may be applied into the game format

(*See back for logs*)

Logs

Name	**Work Done**	**Work In Progress**
Jennifer	Description and explanation	**Creation of branch to start Avatar class**
Ankita	UML Diagram	**Creation of branch to start Team class**
Winifred	Functionalities and logs (Printing)	**Creation of branch to start Question (Abstract)**