

User Story

- user sees 6 guesses for a 5-letter word
- user can guess a word
 - user gets ~~feedback~~ feedback regarding if the letter is in the word and if it is in the right spot
- user gets to keep making guesses til they get word right or number of guesses is equal to 6
- user wins if they get word right in 6 or fewer guesses

Collection of Features

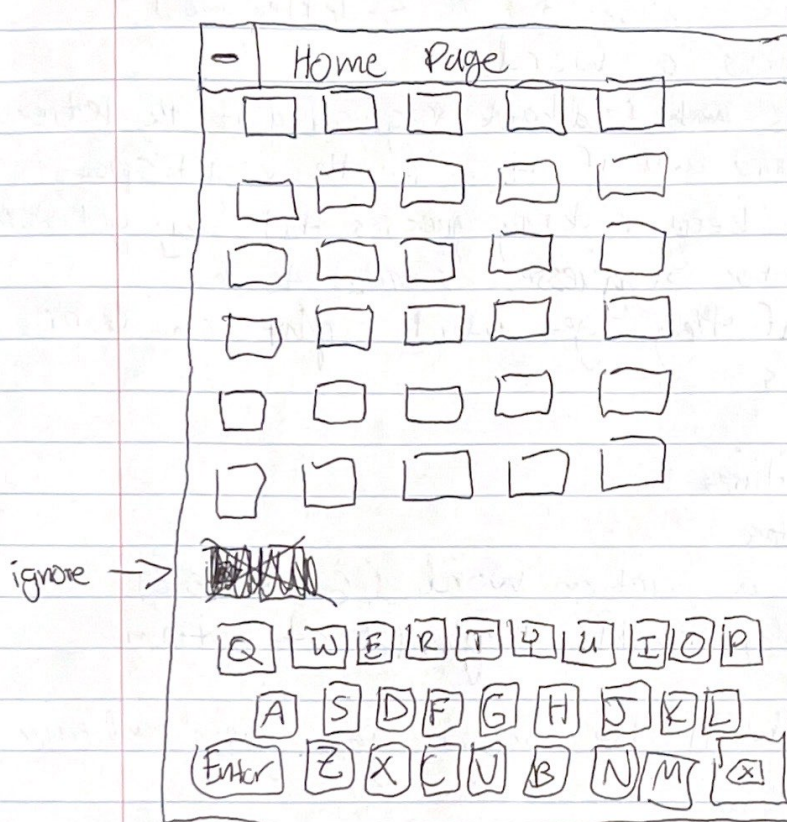
- User Interface

- boxes for a 5 letter word (6 of these)
- a touchable, clickable keyboard at bottom of screen
 - this will be how you guess and enter words

- Guessing Word

- user enters word
- backend of code checks if it is the right word
 - ~~otherwise~~ - if right word, all boxes go green and user wins
 - otherwise check if letter is in word
 - if in word and in right spot - turn box green
 - if in word and not in right spot - turn box yellow
- if word is incorrect & it's the 6th guess, then the user loses
- if word isn't a valid word, don't allow the guess & notify the user

User Inter face Modul



UML Activity Diagram

