Project Report: Guess the Number Game - JavaFX Application

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Project Description:

Our project is a JavaFX-based number guessing game design as a desktop application. Users first register or log in, and then try to guess a randomly generated number within a limited number of attempts. The interface is clean and user-friendly, aiming to provide an interactive gaming experience.

Key Features:

Authentication System: Users must register and log in before playing

Score Tracking: Random number is generated each round; hints (“Too High”,”Too Low”) are given.

Session Saving: Each players best score is saved in local file.

User Interface. Built using JavaFX Scene Builder for responsive design.

GitHub Link:

<https://github.com/berenguzen/guessnumbergame.git>

| Feature | Associated Source Code Files | Successfully Realized  (yes or no) |
| --- | --- | --- |
| Basic Functionality | -GameWindow.java  -LoginWindow.java | yes |
| Authentication | -LoginWindow.java  - UserManager.java  - users.txt | yes |
| File Processing | - UserManager.java  - users.txt | yes |

## **Parts where I received assistance from ChatGPT:**

* **GameWindow.java:** Guess handling and game-over logic (lines 60–185)
* **LoginWindow.java:** Registration and login handling (lines 65–100)
* **UserManager.java:** User management (lines 5–55)





