

Abstract

My project is a World of Warcraft Guess Who game where the player interacts with the computer to play the board game. The game has 2 game modes, one where the player is assigned a random character to answer questions the computer asks about, and one where the player asks questions and guesses what character the computer has.

I chose to do this project because I enjoy the game Guess Who and wanted to make a version that used World of Warcraft characters instead. The system will use a character class, to keep track of the characters and their attributes, and a game file, to run the game functions. The purpose of this project is to turn the board game experience into a computer game. The player would be able to choose their game mode and either guess the computer's character or have the computer guess their character. Ideally the game will include a GUI and different difficulty levels.

The system for my game will take user input and play the traditional board game as if the computer was another player. There will be a character class that will contain all the attributes of the different people used in the game. The game file will contain all of the methods and functions of the game. So far I have only worked on the Character class that has the following UML diagram:

Character
+CharacterName: String +Faction: String +Race: String +Class: String +Gender: String +up: boolean
//possible character class methods

The system should be used as a player vs. computer game where both sides are honest in their answers. When the computer is guessing the player's character, the user will enter answers to the questions asked by the computer. When the player is guessing, the computer will give correct answers to prevent the computer from cheating. Ideally there will be a visual component to the game that includes pictures and descriptions of the characters.

The goal of the system is to create a functional and fair Guess Who computer game that uses World of Warcraft characters. The system will play a fair game of Guess Who with the user by asking and answering questions about the assigned character to narrow down the possible options.

Works cited

Some research into other Guess Who games but no reference in paper or code yet.