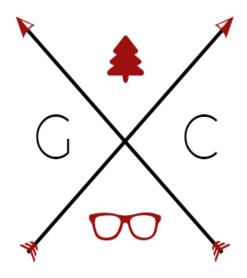# SOFTWARE DOCUMENTATION

INTRODUCTION

This is a simple entirely Java coded game, the idea behind the game is simple: You provide a range and then you think of a number in the range, the computer tries to guess the number you picked doing a series of questions. It's a VERY simple idea but fulfills the objectives set. It provides a graphic user interface and a set of features so the user can learn more about the project and provide a feedback.

MOTIVATION

The original idea of the game was taken from Helsingin yliopisto (University of Helsinki) as part of a programming course. The main motivation of the project was to learn, develop and go deeper into the Java language as well to learn and test how GitHub works and the whole process behind software development. The project tries to integrate most of the Java basics, also it tries to be as professional as possible.

FAQ

- What software/tools did you use to develop the program?

I used NetBeans 8.1 on a Lenovo laptop running Windows 8.1, also I tried out GitHub Desktop. This documentation was created using Microsoft Office Word 365.

- How was the development process?

I got the original idea from a course I did on Helsingin yliopisto (University of Helsinki), from there I wanted to know how GitHub worked and how was the development process of software so I decided this could be a good opportunity. First of all I visualized what I wanted to do, then I wrote down the ideas and sketches then I listed them form the easiest or simpler features to be added and started coding and reading. I usually coded some features entirely in a day, for example the full text user interface, and then the next day I coded the next set of features. It took me around 2 weeks to code it all, working around a total of 10 - 15 hours.

HOW TO...

- Install / Use the program

This is a Java program so it'll work on any device that can run Java Virtual Machine. The game was coded on Windows and it hasn't been test on other platforms, so can tell you if there will be bugs or something, if you find them, please shoutout me.

The only you requires is to open the file ".jar" attached by doing double click on it and voila! You can download older versions if you'd like to test them from the GitHub page. Releases include a .JAR file and also the source code, so you can also compile the code on an IDE, for example NetBeans or Eclipse.

- Actually use the program

The game menu has 5 options: Play, allows you to play the game, it also includes a return option so you can get back to the menu. Credits, where you can see a small credits panel. Changelog, it shows you the process and notable versions and changes made to the program. Review, it allows to provide a local feedback about your game experience. Exit, by picking this option you close the program. The program also includes a panel in the superior right corner to allow user switch language among English, Spanish and French.

CONTRIBUTE

If you are interested on helping to improve the program, here's a link to the GitHub project; also you can contact me over Twitter. Any ideas are welcomed ☺ the program itself also includes a review panel where you can evaluate your experience. On GitHub you can see the released versions from the very first to the last one.

- https://github.com/dfzunigah/Genius-Computer

CONTRIBUTORS

- Daniel Zuñiga (@dfzunigah)

Special thanks to Helsingin yliopisto (University of Helsinki)

CHANGE LOG

[#Unreleased/Update]
- Sound effects (Specially when writting lines)
- Android app

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[V3.15.5] [#Release](15 oct 16)
- [V3.0.0][#Added] Graphic UI added
- [V3.1.0][#Added] Exit button working
- [V3.2.0][#Added] Credits button working
- [V3.3.0][#Added] Language panel working

- [V3.4.0][#Added] Menu sketch done, menu's now updatable
- [V3.5.0][#Added] Changelog button working
- [V3.6.0][#Added] Review button working
- [V3.7.0][#Added] Icon set up
- [V3.8.0][#Added] Random number creation method operating
- [V3.9.0][#Added] Animated Label (Writing lines) working
- [V3.10.0][#Fixed] Cancel button bug solved
- [V3.11.0][#Added] First play button part working
- [V3.12.0][#Added] Second play button part working
- [V3.13.0][#Added] Game logic applied
- [V3.14.0][#Added] Return option working
- [V3.15.0][#Removed] Old versions deleted
- [V3.15.1][#Changed] Esthetic updates to UI
- [V3.15.2][#Changed] Esthetic updates to content
- [V3.15.3][#Fixed] Game logic bug solved
- [V3.15.4][#Changed] .JAR file created, public reléase
- [V3.15.5][#Added] Documentation of Project and GitHub support

[V2.1.1] (10 oct 16)
- [V2.0.0][#Added] Internationalization – Languages (English, Spanish, French)
- [V2.1.0][#Added] Language panel added
- [V2.1.0][#Changed] Text esthetic fixes

[V1.0.0]
- Game basics

*Last update: 15 october 2016