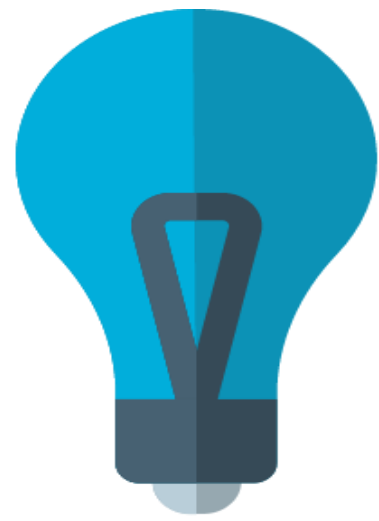


VERSION [4.0.5]  
OCTOBER 14, 2016



Guess It!

SOFTWARE DOCUMENTATION

# INTRODUCTION

This is a simple entirely Java coded game, the idea behind the game is simple: You provide a range and the computer selects a random number on that range, your job is to try to guess the number. 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 the (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 from 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" by doing double click on it and voila! You can download older versions if you'd like to test them from the GitHub page. Notice those releases just include

the .JAR file, so you'd be able to see action from V3.0.0 because it includes the first graphic UI. You can decompile the file from the .JAR file by changing its extension to .ZIP for example or use JD GUI (Java Decompiler) so you can see the source code and compile it again on a Java IDE.

- 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/GuessIt-Game>

## CONTRIBUTORS

- Daniel Zuñiga (@dfzunigah)

Special thanks to Helsingin yliopisto (University of Helsinki)

## CHANGE LOG

### [#Unreleased/Update]

- Sound effects when the user wins
- A challenge gamemode with time
- Scores (Scoreboard - Names and time)
- Android app

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### [V4.0.5][#Release]

- [V4.0.0] [#Changed] Better Graphic UI implemented (9 oct 16)
- [V4.0.1] [#Added] Updatable menu(Through the language selector)

- [V4.0.2] [#Fixed] Some bugs fixed
- [V4.0.3] [#Added] App's Icon set (Internet, default). Executable file created.
- [V4.0.4] [#Changed] Change Log updated and minor esthetic things improved (10 oct 16)
- [V4.0.5] [#Added] Software documentation, public releases

#### [V3.0.3]

- [V3.0.0] [#Added] Full internationalization implementation (5 oct 16)
- [V3.0.1] [#Fixed] Minor bugs fixed
- [V3.0.2] [#Fixed] Reviews file in .jar executable FileNotFoundException fixed (9 oct 16)
- [V3.0.3] [#Fixed] Review window fixed (Wasn't appearing due to a null array)

#### [V2.14.0] (5 oct 16)

- [V2.12.0] [#Removed] All unused stuff has been deleted
- [V2.12.1] [#Changed] Game return/exit option improved
- [V2.12.2] [#Changed] Windows are now not resizable
- [V2.12.3] [#Fixed] NullPointerException in game range setup fixed
- [V2.13.0] [#Added] Languages added (Spanish - French)
- [V2.14.0] [#Added] First internationalization sketch implemented

#### [V2.11.1] (4 oct 16)

- [V2.0.0] [#Changed] First graphic UI sketch
- [V2.1.0] [#Added] Languages Menu added
- [V2.2.0] [#Added] Main exit button working
- [V2.3.0] [#Added] Credits button working
- [V2.4.0] [#Added] Gamelog button working
- [V2.5.0] [#Changed] Review button graphic sketch done
- [V2.6.0] [#Added] Review button working
- [V2.7.0] [#Changed] Play button graphic sketch done
- [V2.8.0] [#Added] Guess bar functionalities added
- [V2.9.0] [#Added] Game logic implemented
- [V2.10.0] [#Added] Play button working
- [V2.11.0] [#Added] Return/Exit options implemented
- [V2.11.1] [#Changed] Gamelog esthetic improved

[V1.11.0] (4 oct 16)

- [V1.10.0] [#Added] Added review panel
- [V1.11.0] [#Added] Information is now encrypted

[V1.9.0] (30 sep 16)

- [V1.4.0] [#Added] Game restart now possible
- [V1.5.0] [#Added] Credits added
- [V1.6.0] [#Added] Change log added
- [V1.7.0] [#Added] More languages added(English, Spanish, French)
- [V1.8.0] [#Added] Menu added (Languaje, Play, Credits, Change log)
- [V1.9.0] [#Added] Exit and return to menu options added

[V1.3.0] (29 sep 16)

- [V1.0.1] [#Changed] General game presentation improved
- [V1.1.0] [#Changed] Game structure has been separated and organized
- [V1.2.0] [#Added] Now you can stablsh the range of the guessing number
- [V1.3.0] [#Added] Data validation implemented

[V1.0.0] (29 sep 16)

- Basic game

\*Last update: 14 october 2016