

Software requirements for Guess-the-President

Guess-the-President

Created by: Esti Goldberger

Overview

This document describes the requirements for the software implementation for the game of Guess-the-President. This software allows a player to test his/her knowledge of the U.S. presidents. See below for a description of the game and for the requirements of its implementation.

The game

The player is presented with a screen, featuring two textboxes. The goal of the game is to guess the name of the president based on the number revealed on the screen. Every guess that is correct will award the player one point.

Software Implementation

UI elements

The software will present this guessing game with the UI elements listed below:

- Two textboxes, one for the president number, and one for the player's input
- Row of controls on the top of the screen with:
 - Start button
 - Reveal answer button
 - Label to display player's score
 - Label to display amount of turns

Game process and rules

- The game starts when the player clicks start. Until then the reveal answer button is disabled.
- Once the start button is clicked, a president number appears onto the first textbox and the start button's text switches to "Refresh".
- The player inserts a guess onto the textbox and when ready, clicks Reveal Answer.
- If the player wishes to guess a different president, he can press the refresh button.
- When the answer is revealed, a message box appears with a message depending on the result of the guess. The player will be asked if he wishes to continue.
- If he chooses yes, the number will be refreshed.
- Otherwise, a message will be displayed with the player's score and the screen will close.