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**CHARTER**

**VISION**

Systematize and digitalize the Guessing Game. Efficiency in playing the game.

**MISSION**

To create a well-organize game for the competency of our users. To be able to provide an easy access of the game. To be able to provide the needs of our user while playing the game.

**GOAL**

Our main goal is to make the game well-built and well-ordered so that our users will be able to use the game without any inconvenience. No more manual recordings, just the computerize guessing game.

**SCOPE**

The Guessing Game is an app that lets the player guess the hidden number that ranges from 1-100. The app can consists of multiple players, however it will only display the top five players inside the popularity table. The top 5 popular players are being track and compared by their number of tries they took to guess the hidden number, number of tries they failed to guess, and the time they consume in playing the game. Furthermore, after each game, the app then computes and displays the updated top 5 players. Hence, the app allows 5 tries per player.

**FEATURE LIST**

* player username
* timer
* number of tries left
* top 5 player table
* after-game details(number of tries, number of failed guess, time consumed)

**USER STORIES**

a. As a user, I want to create my username in the app as my identification. - the app then records the name inside the app. - if name already exist, ask user to create another one.

b. As a user, as I tap *play,* the app will display the guessing table so I can start playing. - Guessing table is shown.

c. As a user, the app should help me while I am guessing the hidden number. - display message “Guess too high” if the guessed number entered by the user is too high compared to the correct hidden number. Otherwise, - display message “Guess too low” if entered number by the user is too low.

d. As a user, while I am playing, I should be able to see how many tries left for me to play the game. - display the number of tries left.

e. As a user, when the game is over, I want to see the details of my game. - display player’s name with the number of tries and the number of failure/s to guess the hidden numbers and time consumed of the game.

g. As a user, after playing, I should be able see the updated top 5 players of the game. - display top 5 players.

**USE-CASE DIAGRAM**

Super-Charged Guessing Game

app accessing..

**player**

**USE-CASE USING ACTIVITY DIAGRAM WITH SWIMLANES**

|  |  |
| --- | --- |
| **PLAYER** | **APPLICATION** |
| player login (username)  play game?  NO  player  YES  try again?  NO  exit game | view after-game results  game over  **zero tries**  correct  **that’s the hidden number**  IF  Guess toolow  Guess too high  player guessing  access game  YES |