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CPE-102

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Changes/Enhancements We’ve Added

* Ian Battin:
  + Added an Options Menu with buttons allow the user to choose the difficulty and player count
    - Contains 5 JButtons, 3 JLabels and a JTextField
  + Added the ability to randomly choose any word from the English Language
    - Randomly chooses a line to read from a file, and sees if that word is of correct difficulty. If not, it goes onto the next word until it finds one that does
  + Added the ability to choose a word based on difficulty (Easy, Medium, or Hard) which is calculated based on the words number of unique characters.
    - Wrote this method which loops through each character in the string and counts how many new ones appear
  + Added the ability to guess the entire word (You lose instantly if you get it wrong)
    - If you enter in a word that is of a different length, the program interprets this as an invalid entry and doesn't cause you to lose or get an incorrect guess.
  + Prevented the user from guessing the same character twice
  + Added ability to enter custom word in the initial options menu
    - Prevents the player from using special characters, caps, or spaces too.
  + Added a background and changed the color and size of the lines the man hangs from
* Craig Fischer
  + Added the ability to one or two player games
    - Added additional JLabels to display 2-player feedback to the users
    - Implemented scoring system for 2-player games
  + Enhanced the hangman visuals - South Park character
    - Designed image files for each new body part to be added
    - Read each image from a file, then rescaled and overlaid them over each other after each wrong guess
  + Wrote a method to calculate the number of unique characters for a given string. To be used for difficulty setting
* Michael Murray
  + Added the ability to restart the game with a JButton
    - When you restart, the previous game closes and you are given a new options panel.