



Playing with Assembler Hangman

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Planning

- Visual design: Basic sketch of where everything should go. To have a clear idea of what we want to achieve.
- Logical design: Thinking on how the game will work and what features it will have. Thinking on different parts of the code ahead of time and figuring out what functions will be useful for that.
- Planning the tasks: To do this, we used Trello, to manage tasks we were doing, and see what we were working on.



Working method

We have done a mix between pair programming where we saw that we could do better focusing both of us in the same task, but also we have been programming on our own for bigger more unrelated tasks.

Progress

Guess the word

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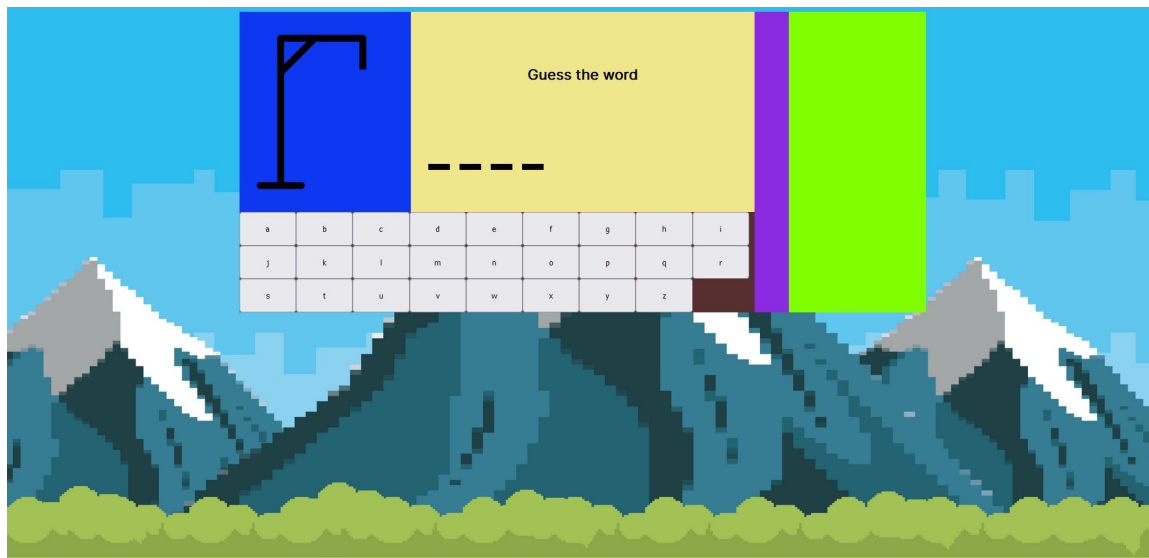
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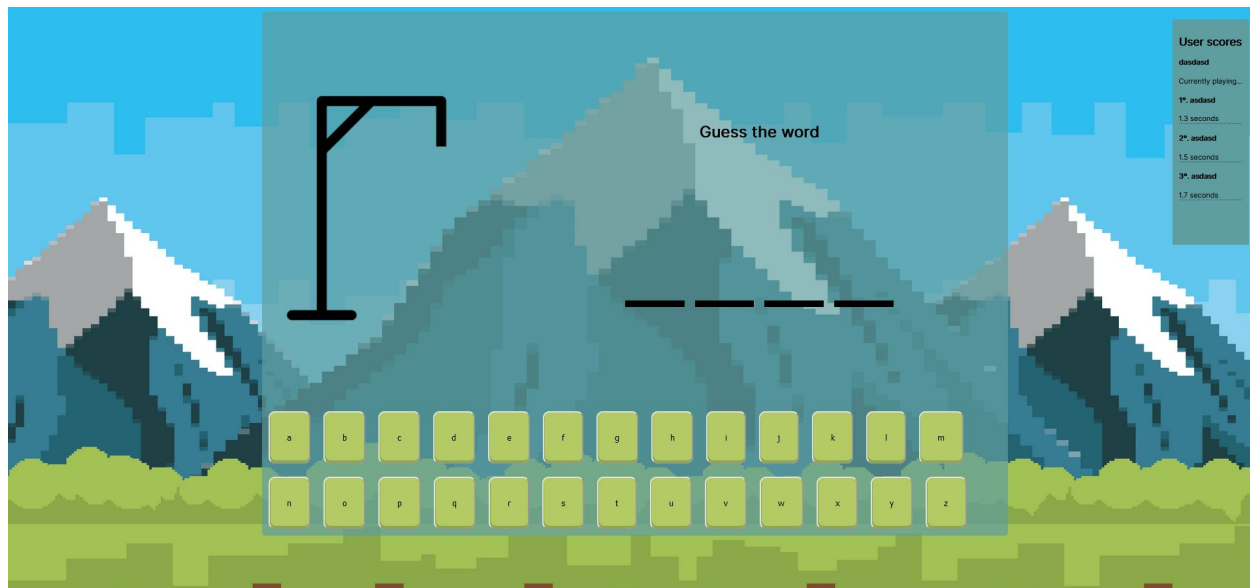
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Final Design

