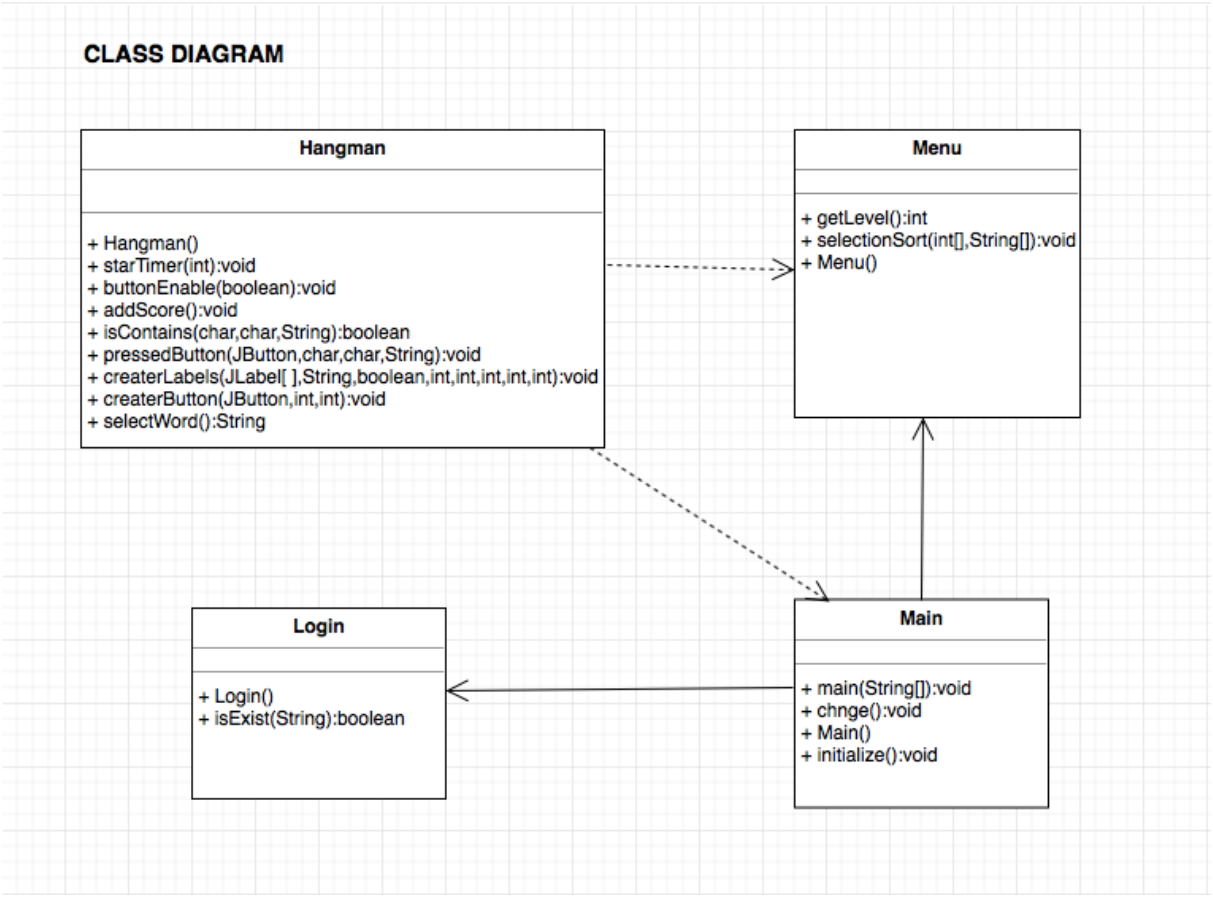
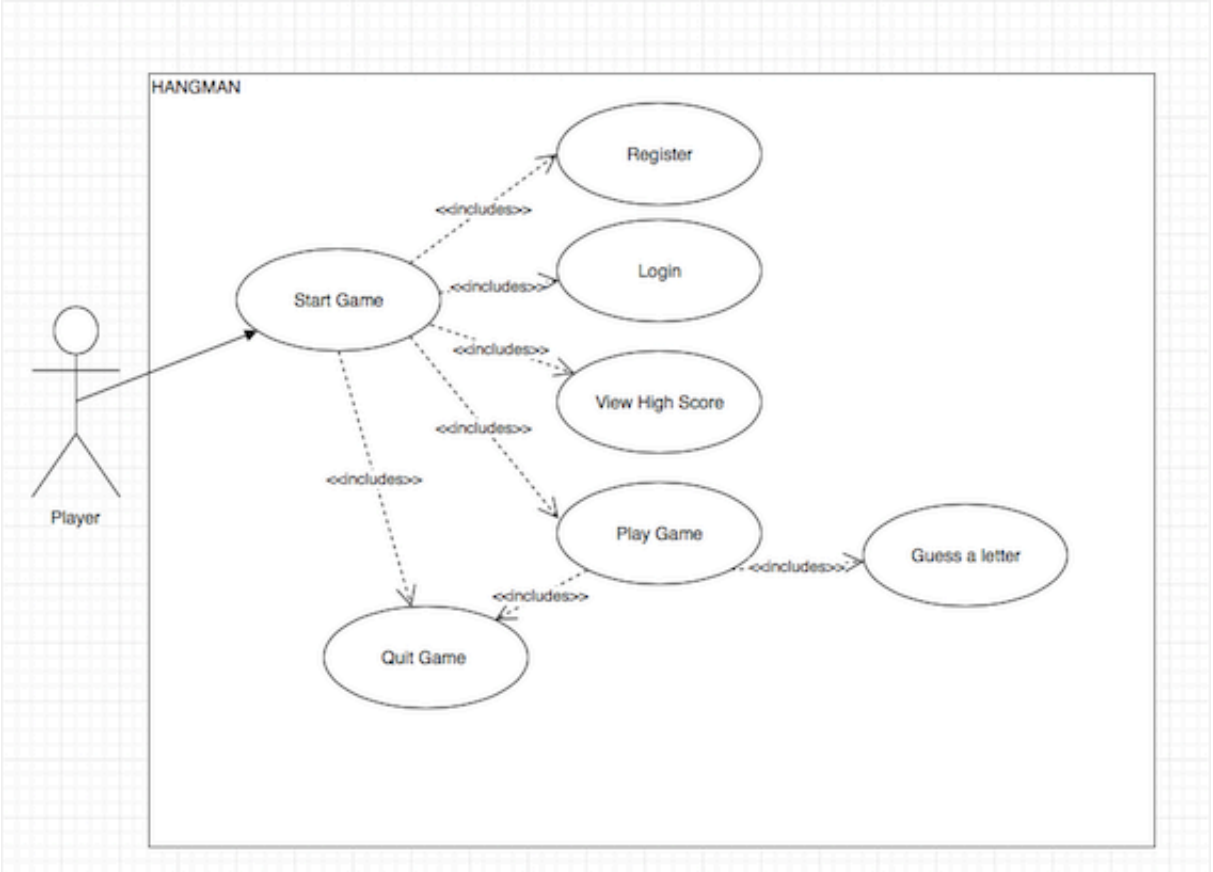
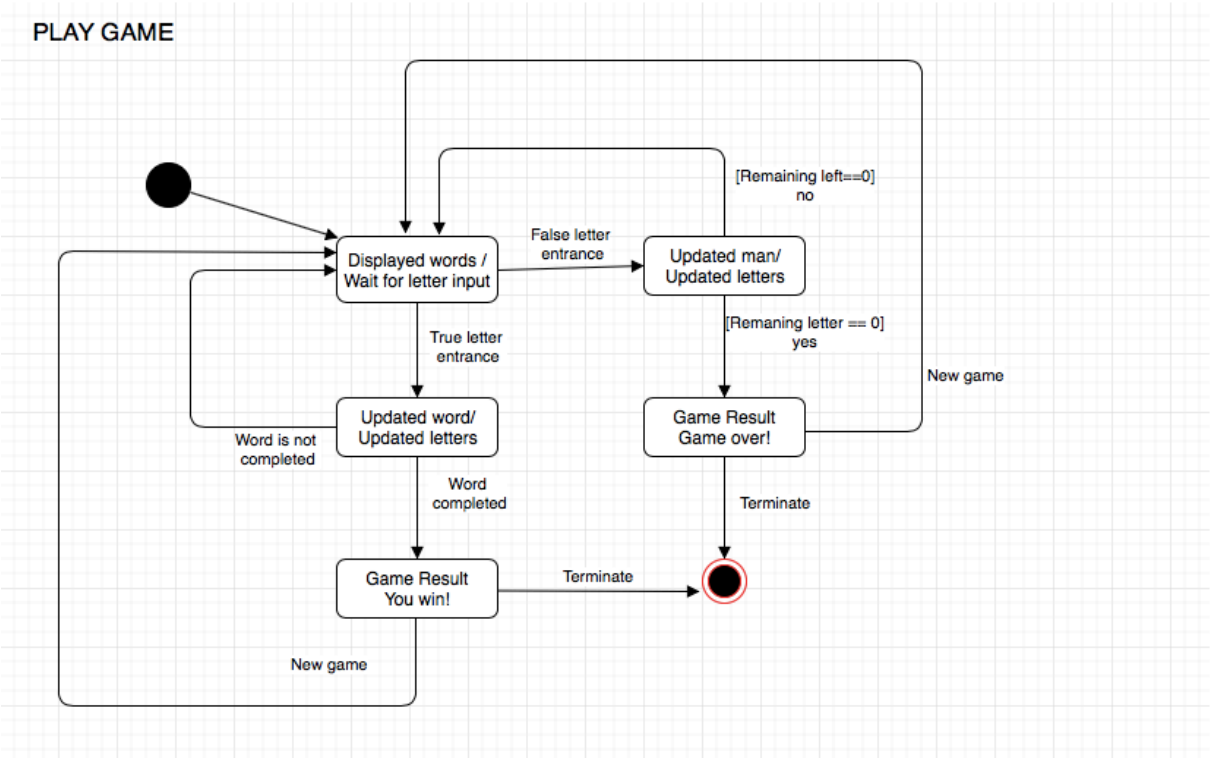
CLASS DIAGRAM



USE-CASE DIAGRAM



STATE-MACHINE DIAGRAM



UC 1 Start Game

Precondition: None.
Postcondition: The game menu is shown
Main Scenario:
1.Starts when the user wants to begin a session of the hangman game.
2.The system presents the main menu with a title, two places for inputs(username and password) and the options which are guest user, register and login.
3.The gamer wants login as a guest user and clicks the button "Guest User"
4.The system starts the game(see UC2)

Alternative Scenarios:
3.1. The gamer makes a choice to register.
1. The system registers the user.(see UC3)

3.2 The gamer wants login the game as a registered user.
2.The user logins to game(see UC4)

UC 3 Register

Precondition: None.
Postcondition: The user registered successfully.
Main Scenario:
1.The gamer inputs a name and a password
2. The gamer's inputs are correct and new
3. A message is shown "User cerated".
4.The gamer can click to login button and start the game

Alternative Scenarios:
2.1. The gamer input's is already exist
1. The system shows an error message "This user already exist."
2. Goto 1

UC 4 Login

Precondition: None.
Postcondition: The user login and start the game.
Main Scenario:
1. The gamer inputs his/her username and password
2. The user clicks to "Login" button.
3. Username and password are correct.
4. The system starts the game

Alternative Scenarios:

3.1. Username or password is wrong.
   1. The system shows an error message "Wrong password or user id".
   2. Goto 1

UC 2 Play Game

Precondition: Be in the game menu
Postcondition: The result which is win or lost shown
Main Scenario:
1.Starts when the user started the game
2.The Gamer guesses a letter and clicks it.
3.The system changes the letter's color.
4.The guess is true, the system puts that letter where it should be at underlines.
5.The Gamer knows the whole letters true
6.The system presents that words: 'you win!' and two options 'new game' or 'quit game'
7.The Gamer makes the choice to quit game
8.The system quits the game

Alternative Scenarios:
4.1 The guess is false
   1. The system presents one part of man is hanged.
   2. Goto 2

5.1 The word have not completed yet
   1.Goto 2

5.2 The Gamer can't know the word true
   1. The system presents whole part of man is hanged.
   2. The system presents that words: 'game over!' and two options 'new game' or 'quit
      game'

7.1 The Gamer makes the choice to new game
   1.Goto 1

TIME LOG

TASK	TOTAL HRS	ACTUAL HRS
Creating UMLs	3	6
Creating Fully-dressed UC	2	3
Implementing the code	5	7
Adding features to the game	7	8
Updating the documentation	1	0.15

Creating UMLs took much more time than I thought. Because It was difficult to write create state-machine diagram. That took long time actually. Also fully-dressed use cases were little bit hard to write at the beginning.But it got easier after I understood it.