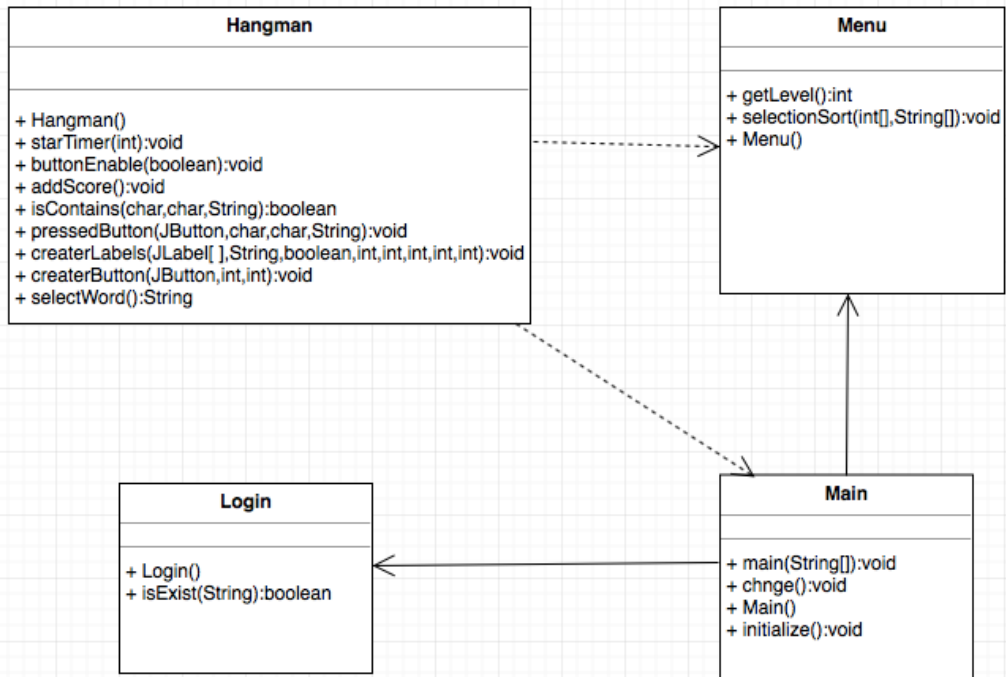
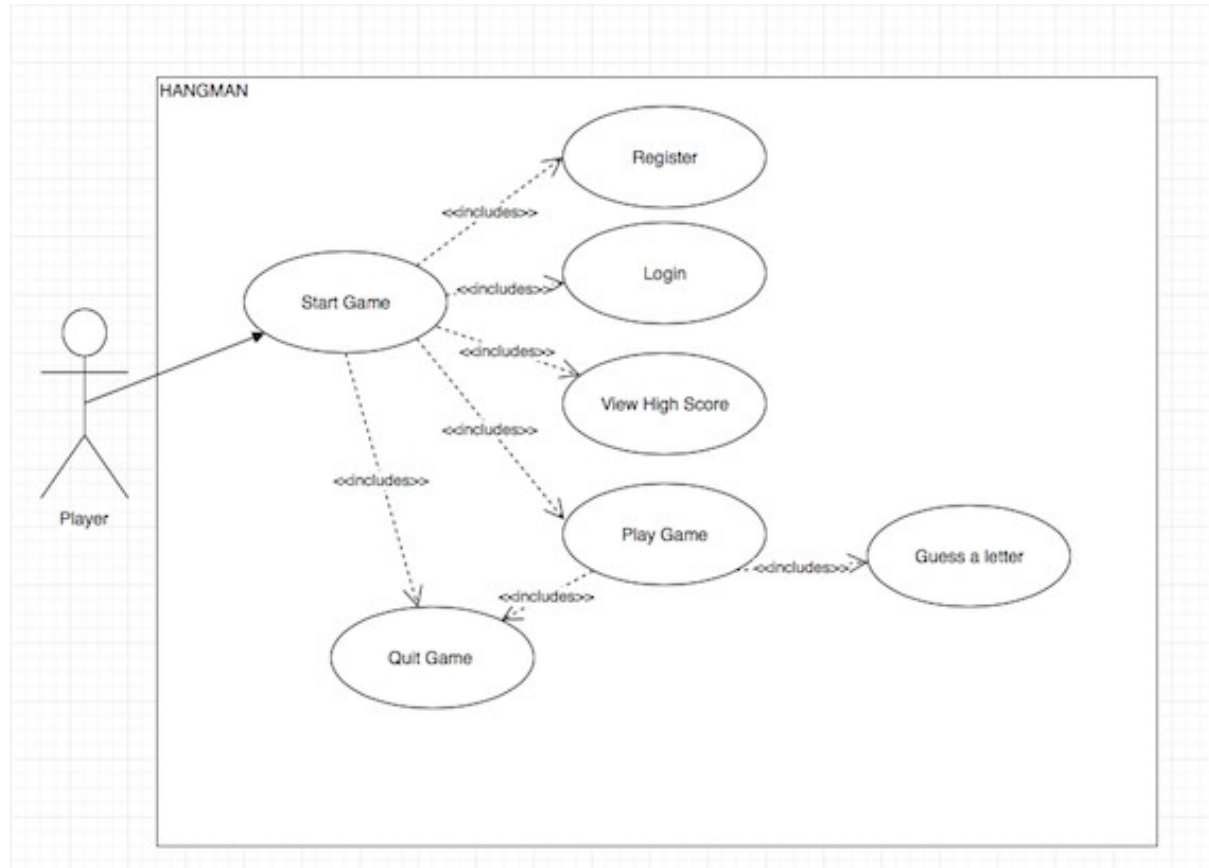


## CLASS DIAGRAM

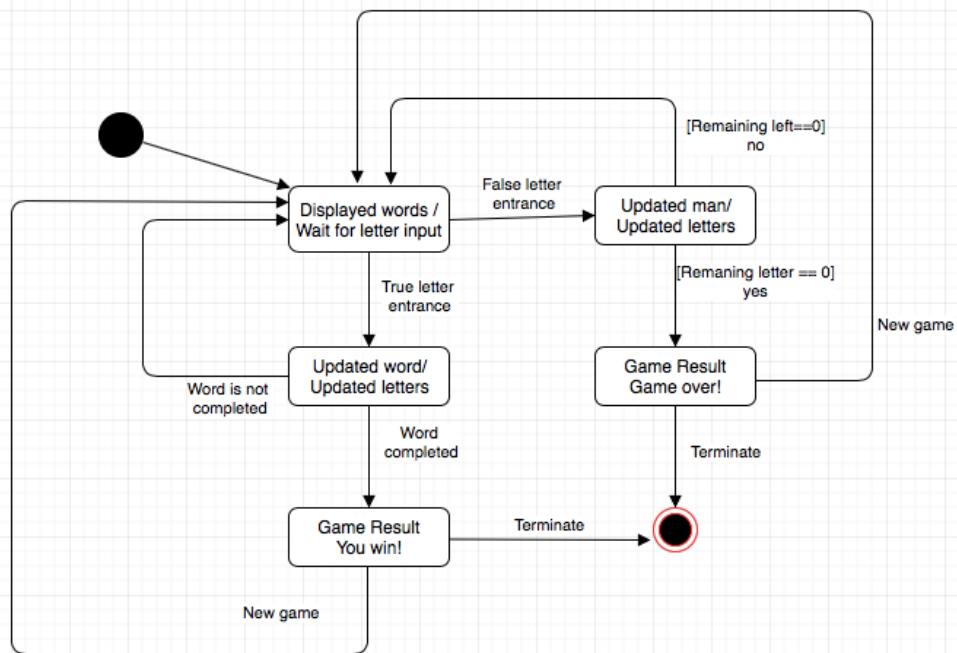


## USE-CASE DIAGRAM



## STATE-MACHINE DIAGRAM

### PLAY GAME



## 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 logs in 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 created".
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 Back to Menu.
8. The system go to game menu.

**Alternative Scenarios:**

- 2.1 The Gamer make the choice to Back to Menu.
  1. The system go to game menu.(See UC 8)
- 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'.
- 5.3 The time is finished.
  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.

## UC 5 High Score

**Precondition:** Be in the game menu.

**Postcondition:** The top 15 scores shown.

**Main Scenario:**

1. The gamer signs in the game.
2. The system presents the game menu with a "High Scores" button and place for scores.
3. The gamer presses "High Scores" button.
4. The High Scores is shown.

**Alternative Scenarios:**

- 3.1 The Gamer makes the choice to Exit Game.
  1. The system quits the game.(see UC7)
- 4.1 The gamer is the first player in game.
  1. No ones scores is shown

## UC 6 My Scores

**Precondition:** Be in the game menu, login.(UC 4)

**Postcondition:** The gamer's scores shown

**Main Scenario:**

- 1.The gamer logins the game.
- 2.The system presents the game menu with a "High Scores" button and place for scores.
- 3.The gamer presses "My Scores" button.
- 4.The gamer's scores is shown

**Alternative Scenarios:**

- 3.1 The Gamer makes the choice to Exit Game.
  - 1.The system quits the game.(see UC7)
- 4.1 The gamer is the first player in game.
  1. No ones scores will shown.
- 4.2 The gamer login the game as a guest gamer.
  1. All guest gamer's scores will shown.

## UC 7 Exit Game

**Precondition:** Be in the game menu.

**Postcondition:**The game is closed.

**Main Scenario:**

- 1.The system presents the main menu with a "Exit" button.
- 2.The gamer pressed "Exit" button.
- 3.The system quits the game.

## UC 8 Back to Menu

**Precondition:** Be in the game.

**Postcondition:** The game menu shown.

**Main Scenario:**

- 1.The Gamer is playing the game.(UC 2)
- 2.The Gamer pressed "Back to Menu" button.
- 3.The game is stopped.
- 4.The system don't save the score.
- 5.The system goes to game menu.

**Alternative Scenario:**

- 3.1.The game already finished. The gamer is not in game.
- 4.1.The game already finished. There is no score for saving.

## UC 9 Choose Level

**Precondition:** Be in the game menu.

**Postcondition:** The level is choiced.

**Main Scenario:**

- 1.The system presents the game menu with 3 options of level(easy,medium,hard) and presses "Play Game" button
- 2.The Gamer pressed difficulty.
- 3.The Gamer choice easy.
- 4.The Gamer pressed "Play Game" button.
- 5.The system start the game.

**Alternative Scenario:**

- 2.1 The Gamer does not press level button
  - 1.The system choice automaticaly easy.
- 3.1 The Gamer choice medium.
- 3.2 The Gamer choice hard.

## 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.