PROJECT PROPOSAL – Nadr’s Case

TEAM

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BASIC IDEA

A program that re-engineers the beloved ‘Criminal Case’ game by giving the player a series of objects on the screen. The player seeks to solve puzzles related to the objects on the screen. After solving a puzzle, our player is directed to click on another object. This recurs until all the puzzles have been solved and the criminal case has been decoded. The puzzle includes figuring out a password, playing some music notes, and finding objects on the screen.   
REQUIREMENTS

- With objects already on the screen, the precondition is the user must click on an object or input a string.

- Main input is the user’s mouse click

- With the input, a puzzle is given as temporal output to guide the user through the image

- There is another input, which is the user entering a number in an Entry Object.

- A postcondition is the user must complete the game within the time-frame allowed.

- We will have a timer to tell how long the user needs to finish the puzzle

- Based on the correct inputs, we return the next puzzle and this continues until the case has been solved.

DESIGN

We need to make functions that represent every puzzle and image, a function that keeps track of the score, a function that calls the main page of the game, a function that handles the button and the user’s clicks. After processing the clicks we return the next image and puzzle.