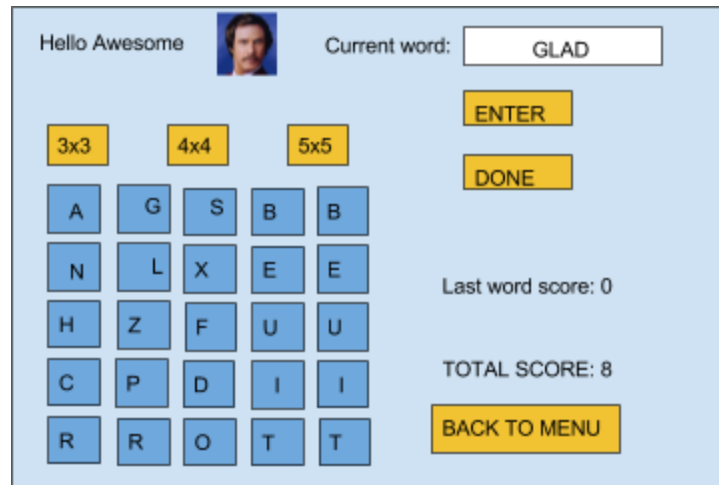# Program Documentation

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- Document listing any changes that were made to your original specification and/or design, and explaining why the changes were made.

Changes made to original specification:

1. This is the original game screen that we designed:

Below is the current design of our game window. This shows the game window after a matrix size has been chosen, so the matrix menu has already disappeared. We added the backspace button next to the "current word" outbox. We decided to add this function so that the user has more freedom to experiment with different letter combinations.
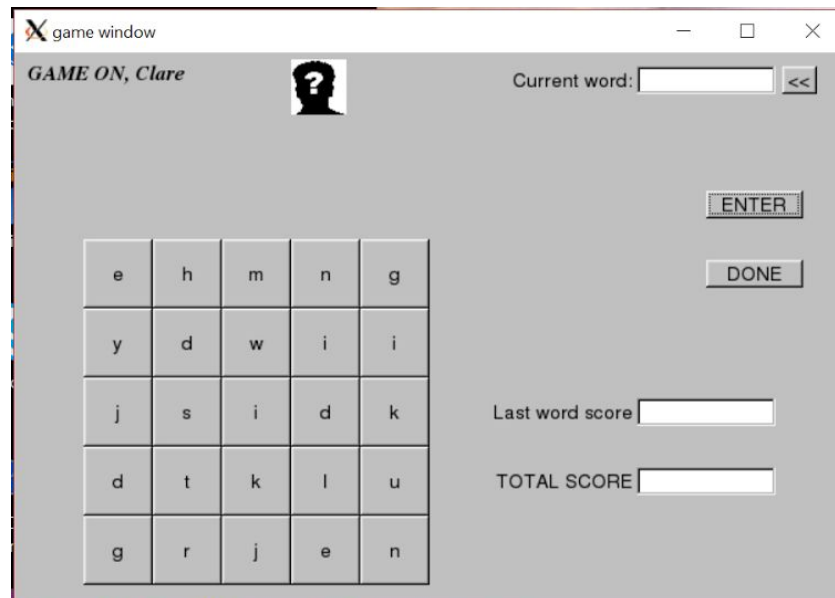
2. We did not include the Letter Tile class. We decided not to create a separate class that would set a color, tile, and size to the buttons because there was no way to accomplish this with the standard libraries that we are currently using in the .h files that were given.

3. The only extras that we decided to include from our list of ideas was the "Not allowed to use a letter more than once." We accomplished this with disappearing buttons. This eliminates need for checking for the same word entered in multiple times. We decided to include these functions because it makes the game more challenging and interesting for the user. In our original plan, we had planned for a function that would check to make sure the user did not enter the same word multiple times. However, since we implemented letter buttons that disappear after they are pressed, this eliminated the need for this function.

4. We did not include our ideas for message Box for picture path (Drag_and_drop pic), scrabble based scoring implementing a hashmap, handle corrupted or missing Player File (should file be hidden or locked?), and animation on HS or Menu page like stars. We decided not to include some of these functionalities because we found other ways to insert pictures or score words.

5. An addition to the program to check for errors is if a user didn't fill in a name, the default name is "John Smith". Also if no profile image was entered, the default is "missing.jpeg". We added this function so that if the user didn't enter in a name or profile image, the program would still execute as expected and display a name and image for the unknown person.

6. More graphic headers were added to the game windows than originally planned to make the game windows more aesthetically pleasing.
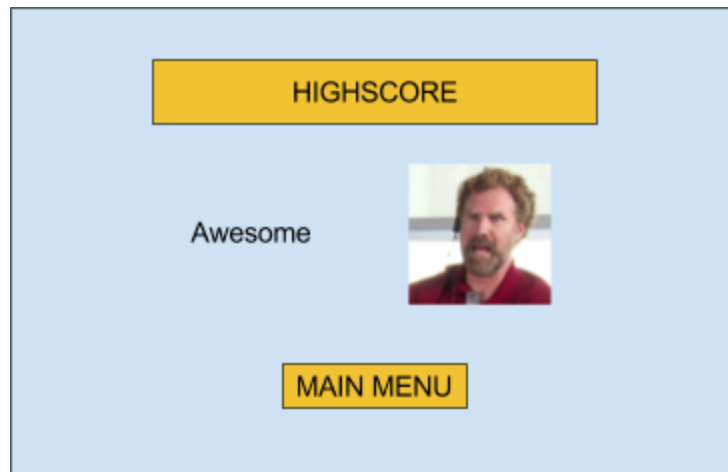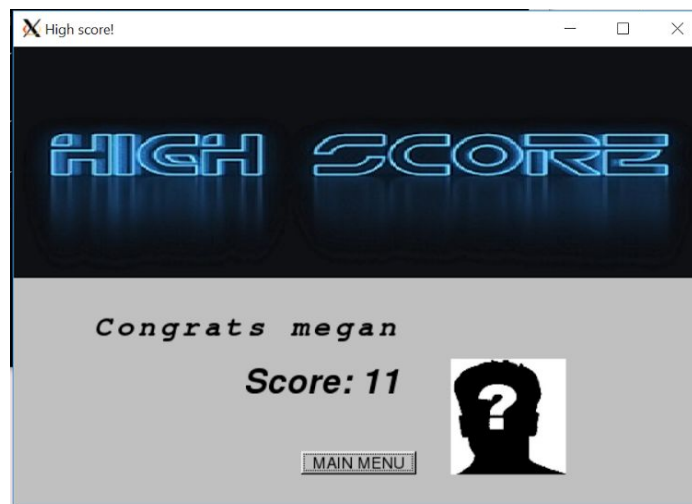This is our original design for the main menu:
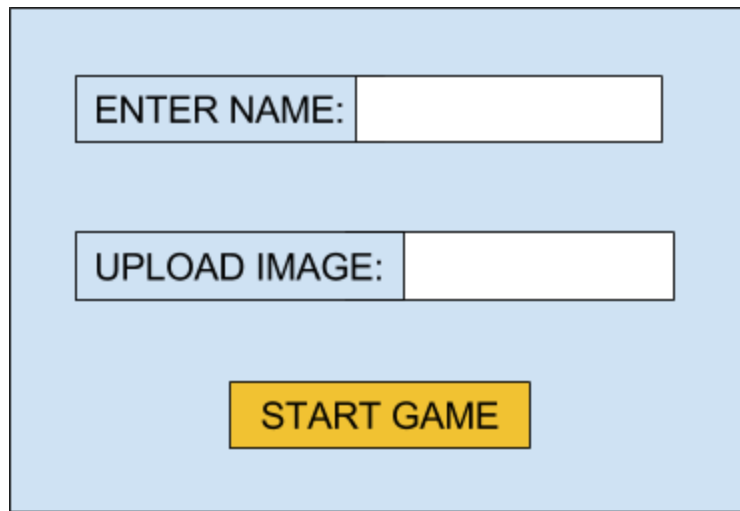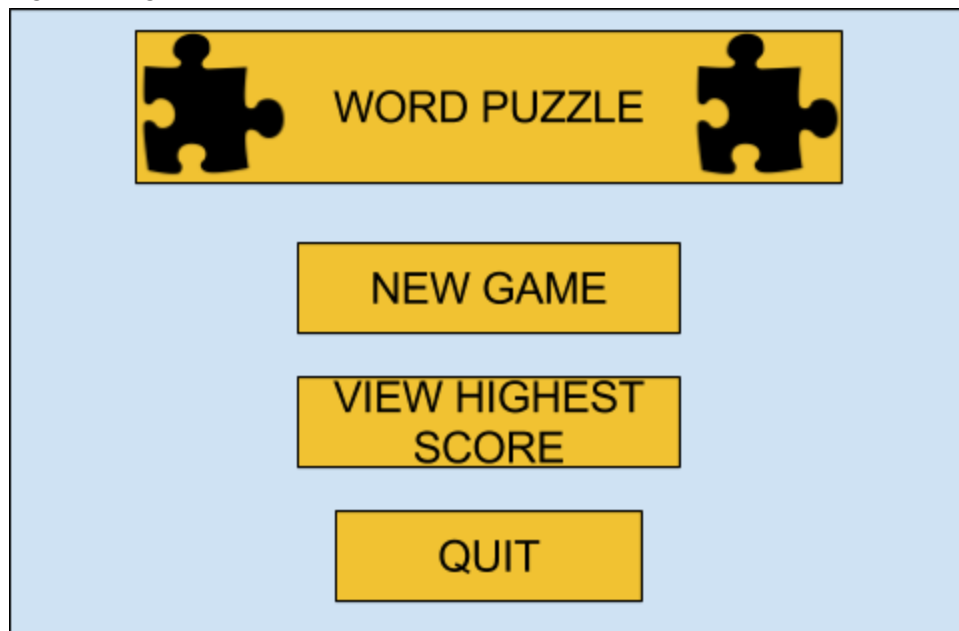
This is our current main menu design:
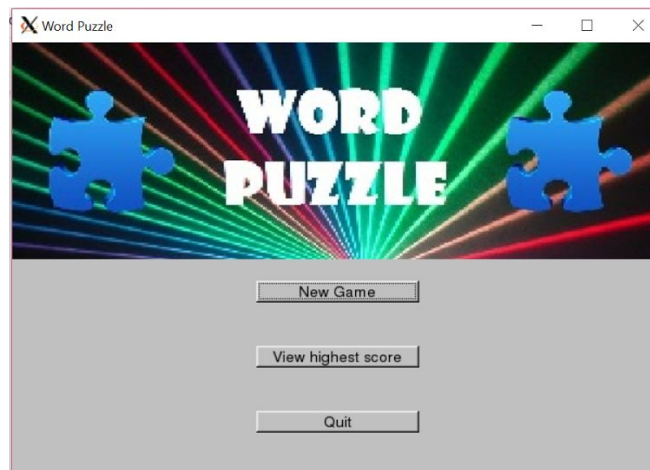
This is our original design for the high score page:

This is our current design for the high score page:

This is the original design of the enter info page:

This is the current design of the enter info page: