

Formal Requirements

R1. The game grid shall populate with 6 random teams and 9 clickable buttons when the game is first opened

- a. The program shall initialize the number of guesses remaining to 9 when the game is first opened.
- b. The program shall initialize the number of correct guesses to 0 when the game is first opened.
- c. The program shall store each combination of team ids on the board into a list when all the teams are selected.

R2. The user shall be prompted by a search window to type a player's name when a button on the game grid is pressed.

- a. The pop up window should display a search bar and a button to submit the user's guess when the button on the game grid is clicked.

R3. The program shall query the Sports-Reference API for a list of players whose names match the user's search input when the "submit guess" is clicked

- a. The program shall display an error message when a guess which contains invalid special characters or returns 0 results is submitted by the user.
- b. The program shall store these results into a list to be displayed back to the user when the query is returned.

R4. The user shall be prompted by a player list window with a scrollable list of player names when the query is returned to the program.

R5. The program shall access the team ids of the player chosen by the user when the user's guess is submitted.

- a. The program shall cross-reference the team ids of the player chosen by the user to determine if the guess is correct or incorrect once the ids are accessed.

R6. The program should display an image of the player on the initial grid button when the user's guess is correct.

- a. The program shall increment the number of correct guesses by 1 when the user's guess is correct

- b. The program shall disable the game grid button selected when the user's guess is correct.

R7. The program shall decrement the number of guesses remaining by 1 when a guess is submitted.

R8. The program shall display an end of game window when the number of guesses remaining equals 0.

- a. The program should display a winning message to the user when the number of correct guesses equals 9
- b. The program should display a losing message to the user when the number of correct guesses is less than 9.

R9. The user shall be able to reset the game board with new teams when the try again button on the end of game window is pressed.