

Fall 2016
CS245

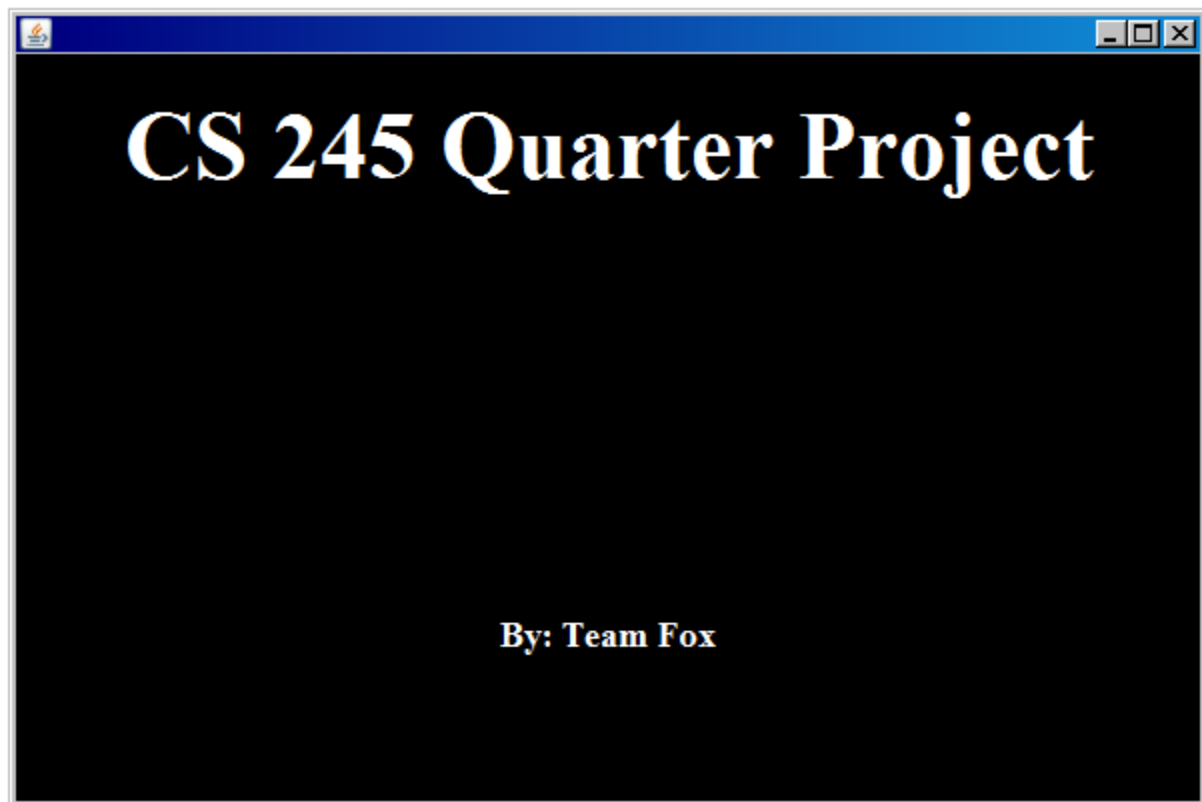
Point and Click Game – v.1.0

Introduction – “Point-and-click” games are a common type of game where the player typically uses a mouse to interact with the environment and solve puzzles.

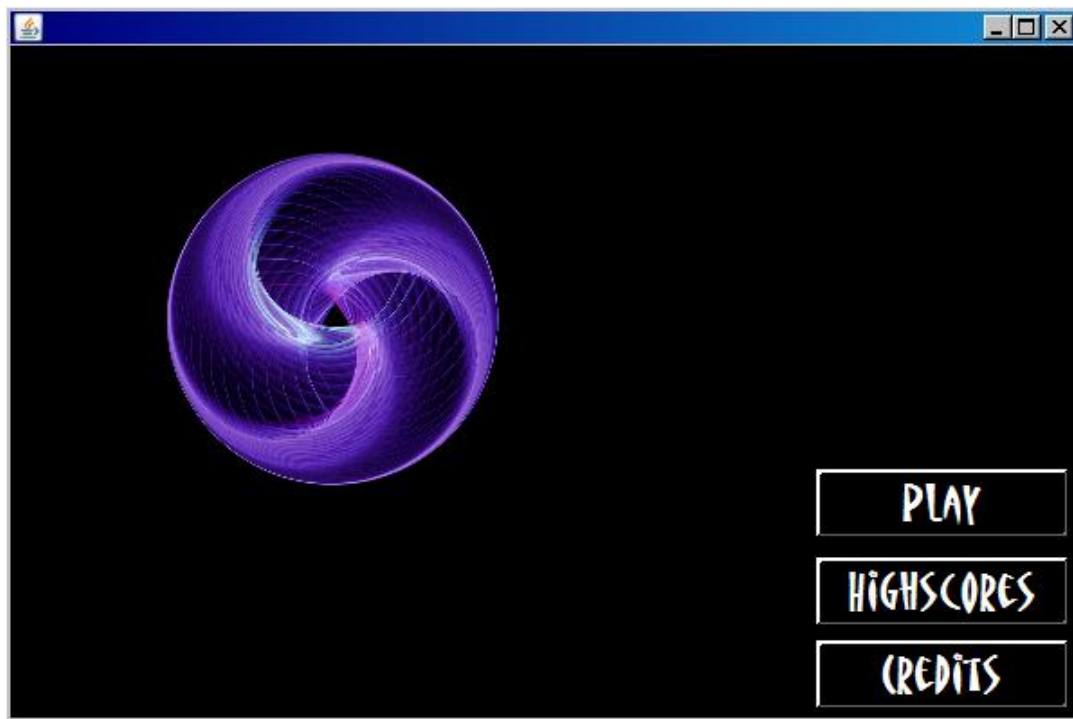
Task – create the following GUI:

Your program must have the following functionality:

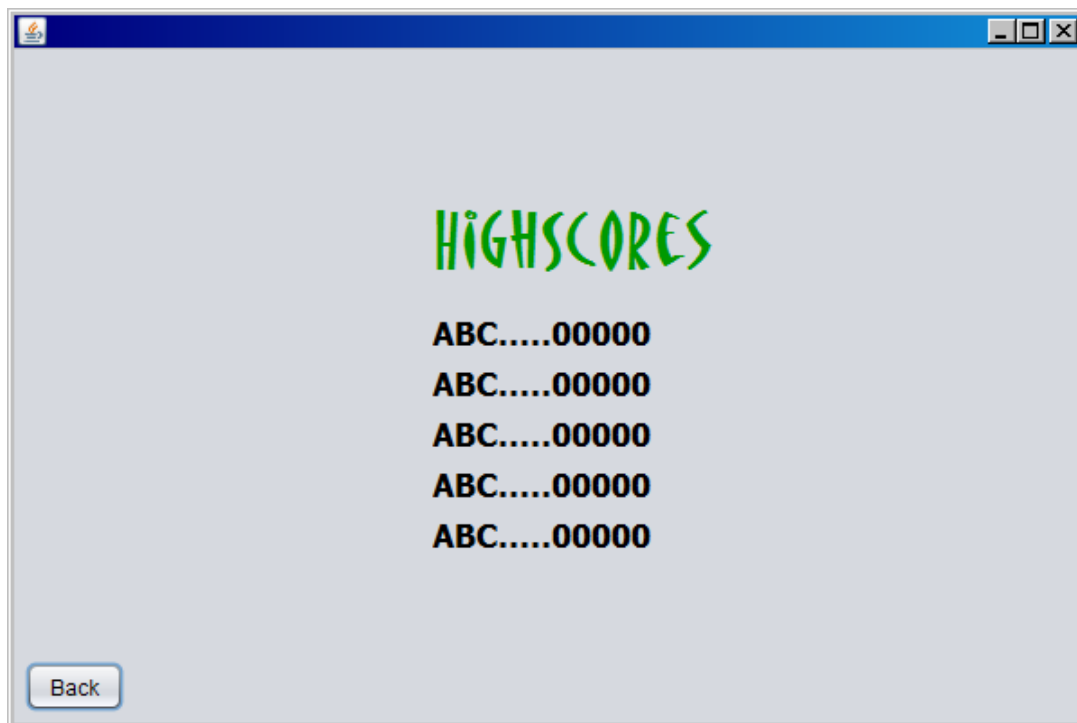
- 1) It will be centered on the screen in a 600 x 400 pixel window.
- 2) The program will have a start up screen which will display a name chosen by your group for the project, as well as a chosen team name for your team. This information will be displayed for 3 seconds, and then disappear - the *function buttons* will then be displayed in the display area.



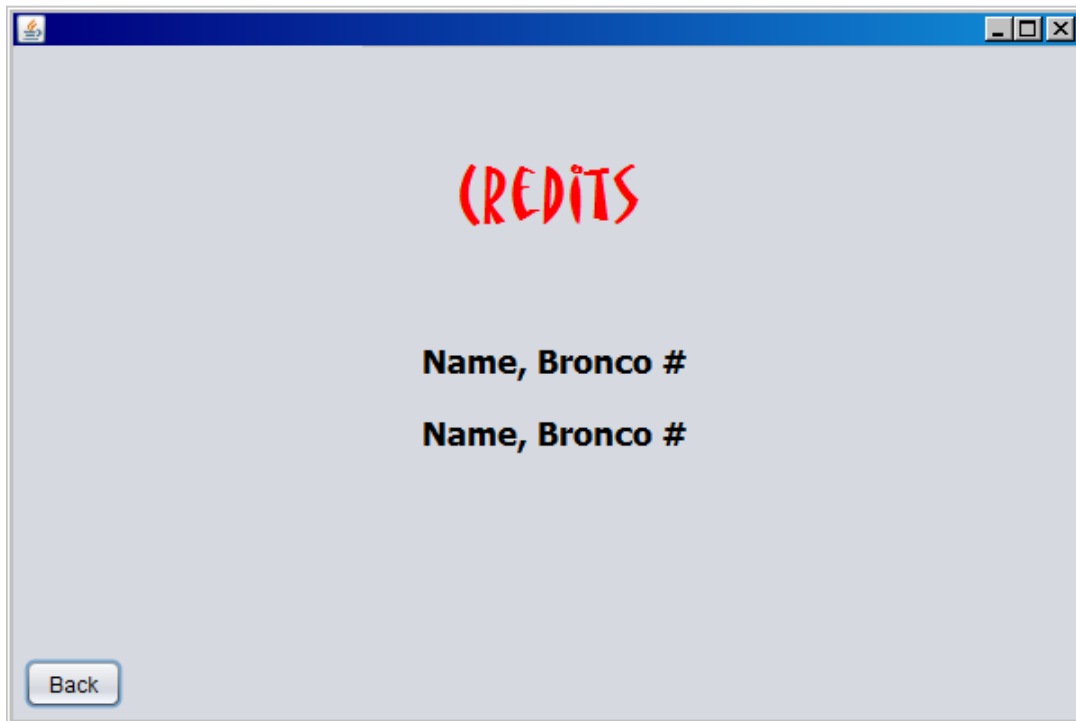
- 3) After the start up screen the display will switch to the following where a chosen symbol for the project will be displayed along with the three function buttons, Play, High Scores, and Credits.



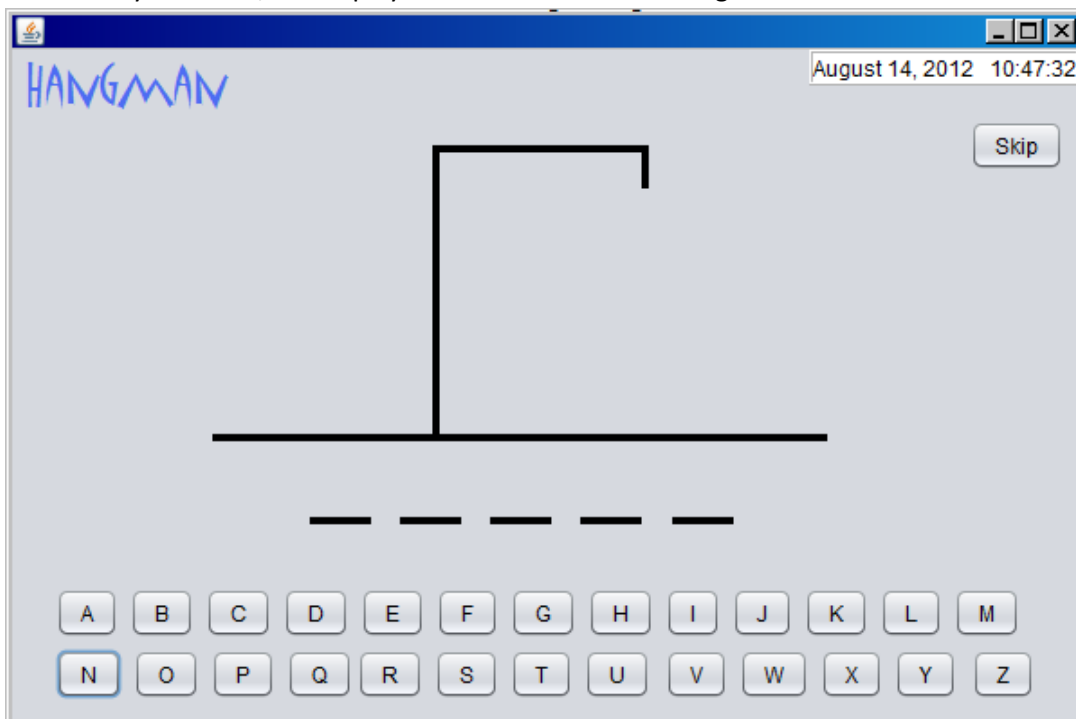
- 4) When High Scores is clicked, the display will switch to the following. Hitting the Back button takes the user back to the function buttons screen.



- 5) When Credits is clicked, the display will switch to the following. The Names and Bronco #s should be of those from every member of your team. Hitting the Back button takes the user back to the function buttons screen.



- 6) When Play is clicked, the display will switch to the following.



- 7) Must display current time and date (it should update each second).
- 8) For this game a random word will be selected from the following list (abstract, cemetery, nurse, pharmacy, climbing). A typical graphic for a game of "hangman" is displayed with a number of lines beneath it corresponding to the number of characters from the selected word. The user may then click on one of the buttons to guess a letter which may be in the selected word which they are guessing. Each time the user guesses a letter if that letter is found within the selected word then the letter is drawn to the screen above its appropriate space marked by the lines below the "hangman" graphic, and the button for the letter which was guessed should be disabled. If a letter is guessed and it is not found within the selected word, then you should alert the user, draw a portion of the man being "hanged", disable the button which was guessed, and allow the user to try again. You should keep a running tab of the user's score and display it on screen; the user begins with 100 pts possible if they correctly guess the word without any mistakes. For every incorrect letter which is guessed, 10 pts should be taken away from what is left of their total possible points. For every correct letter which is guessed, their score is left unchanged. The user's score should never be lower than 0, or exceed the mentioned points possible. After six incorrect guesses or once the user has correctly guessed the word or if the user clicks "Skip" to skip the game, display an end page where the user's score is displayed in similar fashion to the high scores screen including an "End" button (instead of back) to take the user back to the function buttons screen (If the user decided to skip the game, then their score should be 0). The game should allow for repeat play through with all elements reset as if playing for the first time.