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CMPT220

Project 2 proposal

Pictionary

For my final project I am planning to create a java application that will aid in the playing of the game pictionary. The user will be prompted for the number of players that are participating and will initiate variables based on the number of player. These variables will be used to keep track of the individual players scores throughout the game. There will also be a prompt for the number of rounds. The user will then be prompted to input a difficulty. The different difficulties will correspond to different values that will be added to the score variables as well as different arrays that will contain prompts for the user to draw for the game. The more difficult arrays will contain prompts that are more abstract and difficult to draw. After a set period of time the user will be prompted to input if the player was able to get a correct guess. If yes then a score will be added to that player's total. This continues until the determined number of rounds expires and the program will announce the player with the highest score. The user may input to play again not.

The goal of the project is to create an easy to use program that can be used by multiple people to play a game without having to use physical cards and without the need for players to manually keep tally of each player's score.