

Leo Durante

Make sure that the final version follows the format in the syllabus.

CMPT220

This project is intended for use of multiple people at once as a source of entertainment. It is a tool that is used to play a game however the game itself is not entirely contained within the program, the program instead facilitates the play of the game and makes it easier to follow along with.

UML diagrams as well as description of the purpose and function of individual classes and methods are included as part of this milestone. The purpose of this project to to create a program that acts as a tool for players to play a game of pictionary, however the programs design could also lend itself to other interpretations of the rules, such as charades.

Difficulty
<ul style="list-style-type: none"><li>- Easy : ArrayList</li><li>- Medi : ArrayList</li><li>- Hard : ArrayList</li></ul>
<ul style="list-style-type: none"><li>+ selectDifficulty()</li><li>+ displayRandom()</li><li>+ result()</li></ul>

Each round the individual player is instructed to select the difficulty that they wish to be challenged too. The harder the difficulty the more points will be rewarded to the individual player that completes the challenge. There are three array lists each with a number of prompts and one will be randomly selected from the selected difficulty by displayRandom(). At the end of the players turn they will be instructed to input if the other players were successful in guessing what the current player prompt was. If yes then the score will be added.

Player
- Score : int
+ IncreaseScore()

At the beginning of the game a number of player objects will be created corresponding to the number of players participating. These objects serve to record each player's individual score as the game progresses.

Game
- Rounds : int
+ endgame() + findwinner()

At the very start of the game the users will be prompted to input the number of rounds that they wish to play for. A round will consist of each player taking a turn in order and recording if they were successful during their round. Once the inputted number of rounds has passed the game will end and the player with the highest score will be announced the winner.

This game is most often played in strictly pen and paper environments however the use of a computer program introduces a number of benefits including truly random prompt selection, reliable digital scorekeeping, cutting back on waste and resources/ increasing ease of use, as well as potentially expanding the game by adding more prompts to the categories.