3.Vision

This document works as a guideline for the application called Hangman game, which consists in a guessing game for one or more players where the computer randomly chooses a target string which has to be guessed by the player and asks the user to suggest letters that occur in the string.

Then the player will guess a letter. If that letter is in the word, then the program will write the letter at everyplace it appears and leaves the other spaces still unrevealed. If the letter isn't in the secret word, then the user loses one life and starts hanging the man.

After each guess, the program shows the user a version of the target string that replaces letters that have not been guessed with underscores (_) along with the lives the user still has left until the Man hangs, the program also shows the user which letters he already tried and were wrong in previous guesses, so the user doesn't have to remember all the letters he tried before and it gets easier to exclude letters from the secret word.

The game is over either when the user wins by correctly guessing the desired string or loses by making more than 6 incorrect guesses, where in that case the Man hangs.

By the end of my project I intend to have created a single player mode where the user plays against the program, where in this mode the secret word is generated by the computer, I also intend to have a multiplayer mode where the secret word is previously set by player 1 and the opponent player has to guess the word.

And this serves as a guideline to the whole procedure of the game, so every member responsible for the program has a clear idea of the game, and so nothing gets forgotten and no features of the game get missed understood when developing the application.

4. Project Plan

The hangman game is a guessing game for one or more players where the user needs to find the secret word by suggesting letters, and if at the end of 7 wrong guesses the user losses. This hangman application should be made to improve our coding skills in Java, for evaluation purposes since it's an assignment and finally for the user entertainment. There are no stakeholders for this project because this application doesn't demand that much due to his dimension. The resources used to develop this application were Java language and Eclipse. The hard-and Software requirements needed to run this game are only having Eclipse installed.

Hand-in Assignment 1 - Friday, 8 February 2019, 11:55 PM

Hand-in Assignment 2 - Thursday, 21 February 2019, 12:00 PM

Hand-in Assignment 3 - Friday, 8 March 2019, 11:55 PM