Game design

Jumper

* Game
  + Director
  + Word
  + Terminal
  + Guess\_validation
* Main
* Readme
  + Authors
  + Game folder system
  + How the game works

Main:

* From game.director import Director
* Director = Director()
* Director.start\_game()

Director class:

* Responsibilities
  + directing the game, so starting it and stopping it.
* State
  + An instance of each class that makes up the game and the game status set to true
* Behaviors
  + Get inputs from the classes
  + Make the changes in the game through do updates
  + Then update the user of the game through do outputs
* Attributes
  + An instance of each class
  + Game status or is\_playing = True
* Methods
  + \_Start\_game
  + \_Get inputs
  + \_Do updates
  + \_Do outputs

Word class: (Marvil)

* Responsibilities:
  + Get to a word for the player to guess
* State:
  + A blank work
* Behaviors:
  + Pull a word from the list of words
* Attributes:
  + \_Word = [] empty list or string
* Methods:
  + Get\_word

Terminal: (Dallan)

* Responsibilities:
  + To communicate with the user. So display the blank work, the jumper and get user input
* State:
  + A blank word
  + The jumper
* Behaviors:
  + Update the blank word on the screen
  + Update the jumper on the screen
* Attributes:
  + \_Word = word.get\_word()
  + \_Jumper
* Methods:
  + Draw\_jumper() will have to have each line as a number or have each display of the jumper as separate functions to call
  + Display word from the guess\_validation
  + Get input or get the guess from the user.

Guess\_validation: (Matthew)

* Responsibilities:
  + To take the users guess and update the word. Will pass the word to the terminal and will pass whether they got it right or wrong to determine how the jumper is displayed.
  + Keep a status of the game whether they won
  + Pass in the number of lives left
* State:
  + \_Empty guess
  + \_The word
  + Empty list of guess
* Attributes:
  + \_Guess
  + \_previous\_guesses = []
* Behaviors:
  + Iterates through the word to match a letter if possible and updates the word to show the letter
* Methods:
  + Get\_guess
    - Get the guess
  + Check\_duplicate
    - Check if guess is a duplicate from previous guesses
  + Check\_guess