Group 14: Iron-Maven

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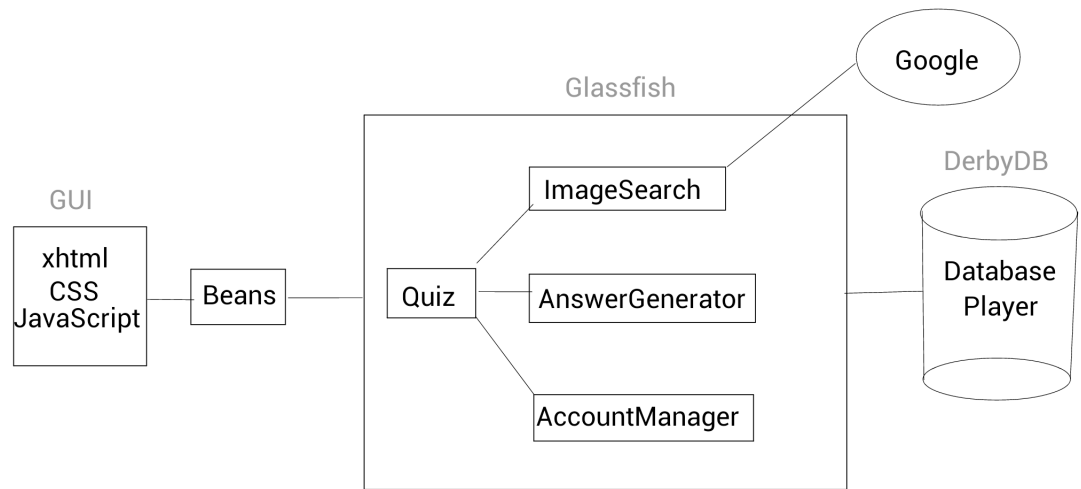
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1 The Project

We have created a guessing game using Google image search. which is supposed to be a fun game for whoever is willing to try. The main goal of our game is to guess the right search word that was used to "google"(find) the displayed pictures. The game itself is made up of three factors: Life, Score and Time.

Life: is displayed as three hearts above the pictures which disappears one by one every time a wrong guess is made. When the player is without any hearts or the displayed countdown(Time) has reached zero, the game is over and the score is saved if the player is registered and logged in.

Score: for each correct guess the user gets a point which is added to the total score. The score is based on the number of lives, so you gain 15 points if you guess right the first time and 10 points if you guess right the second time and 5 points the last time. Score can later be displayed on the leaderboard if the player is logged in and if the score is among the ten best scores.

Time: for every picture there is a time frame so the game doesn't last forever.

A user can play the game while registered, logged in or neither. When logged in the users statistics is saved such as score and games played.The score can be displayed on the leaderboard if its good enough. The leaderboard displays the ten best users sorted by their best score. The leaderboard displays the user name and score.

Google

Glassfish

DerbyDB

GUI

ImageSearch

xhtml
CSS
JavaScript

Beans

Quiz

AnswerGenerator

Database
Player

AccountManager

Quiz: the module

ImageSearch: get the url from google, for images.

AnserGenerator: used to get a list of answers(words) in our case from a file.

AccoundManager: handles logins and registration.

Database: stores players.

2 List of fully functional use cases

Make a guess: As the game starts the user can make a guess of what the word is.

Lose a life: If you guess wrong you will lose a life and get a lower score if you guess right the second or third time.

Lose the game: If you run out of guesses or out of time you will lose the game.

Make an account: A user can register an account to save their score and other stats.

Log in: A user can log in on its account and reach its own page.

Log out: A user can log out.

Change password: A logged in user can change password if needed.

Get a high score: If you score well enough you can end up on the leaderboard, if you are logged in.