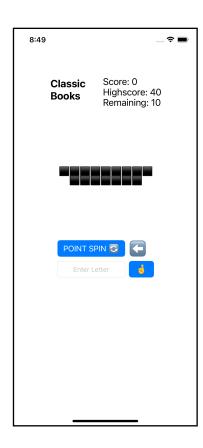
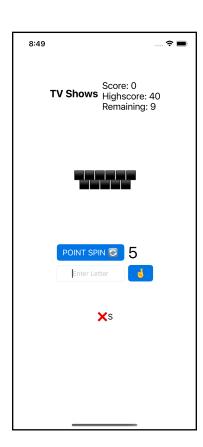
Wheel of Fortune App Documentation

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Gameplay:

- The app utilises minimalist design principles, with only one segue, large text and emojis to provide an intuitive user interface.
- 2. The app selects a category at random (displayed on the top left hand corner) and loads in a random phrase. Each word is on a separate line. Each letter is blocked with an emoji.
- The user's score, high score and remaining guesses are displayed on the top right hand corner.
- 4. The user spins the wheel first, with the randomly awarded points displayed next to the button.
- 5. If the user guesses an incorrect letter, it displays it below with an X next to it.





- 6. Error handling mechanisms are used to
 - 1. Prevent the user entering a letter before spinning
 - 2. Prevent the user from entering anything but a letter into the text field
 - 3. Prevent the user from entering a previously entered letter (whether wrong or right)
- 7. The ending screen changes depending on whether you've won or lost and displays the correct phrase.

