

## 2IP90 - G117

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Name	How to demo	Notes
Rendering the gallow and empty spaces for the mystery word	Start the application, click the New Game button and a gallow shows up with empty spaces for the mystery word.	Empty spaces for each letter of the mystery word. Rendering by painting a JPanel component, dynamically resizing board based on window size — learning how to render on swing components, basic programming.
Text box for guessing a letter	A simple text box, where the user can enter a letter with a submit button.	Intuitive UX design.
Rendering (body) parts of the man	On incorrect guesses, body parts of the man start to appear.	The body parts will overlay one another (e.g. head, legs, arms etc.) to create a man. This uses the "oil-painting property" of swing components.
Showcasing incorrect letter guesses	Underneath the correctly guessed letters of the word, the incorrectly guessed letters are shown.	This functions as a log for previous incorrect guesses.
Showcasing correctly guessed parts of the word	When the user correctly guesses parts of the word, the empty spaces that correspond to those letters are filled in	This functions as a log for previous correct guesses.
Pop-up for win or loss.	When the game is finished, the user is informed of their win or loss.	
List of mystery words	A data structure containing potential choices for the mystery word.	Level of difficulty could be adjusted by using different lexicons.

Table 1: Product backlog sorted by priority