

2IP90 - G117

Maurits Flos
Bridget Ariese

October 23, 2023

Name	How to demo	Notes
Rendering the gallows	Start the application, click the New Game button and a gallows shows up	First a frame where a New Game JButton is rendered, which upon clicking renders a new panel. This panel contains several JPanels, one of which is the gallows and is resized dynamically based on window size .
Rendering a placeholder for the mystery word	After starting the game, a mystery word is chosen and several placeholder positions appear (one for each letter)	This requires persistent data storage for the mystery words.
Text box for guessing a letter	A simple text box, where the user can enter a letter with a submit button or the enter key.	Both a submit button and a keyboard stroke are programmed for user convenience.
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. Like the gallows, these components are resized dynamically based on window size .
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 above the placeholders 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.	This servers as an additional notification of the game result.
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. The bold faced text are features connected to our advanced topic *User Experience*. The advanced topic of version control has led us to create a GitHub repository: <https://github.com/mgjfl/Hangman>.