Unit 9 Activity 2 Analysis

Michael Colistro Stefano Fata

User’s Needs

Very simple screen design its just gonna be two boxes coming up asking them to select a character and whether or not they want to attack defend or special attack.

There will be no ergonomic issues

Screen messages will display what happend during the fight and the outcome of the fight.

Relevant data is the character number and how hard the attack was.

Programmers Needs

Some algorithms are going to be when the random number generator makes the number it will have to be divided by 2 if the person is defending .

Some variables are going to be ATTKPWR and DEF.

The modules are going to be the students.