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Project Proposal: Hang Man

For our project we proposes to create a hang man game which will keep track of player’s win and loss statistics even after the game is closed. To do this we will implement a player class which keeps track of player statistics. Upon opening the game it will ask the number of players and what their names are, it will create new files for players that are new to the game. On closing the game it will update the player files using fstream output with the data collected from the round. The game itself will be contained in the class game which will contain functions including makeTurn. Players will be offered a variety of subjects which will be chosen from a listing and then the file from this topic will be opened to access the word. We will try to implement graphics, but if we encounter issues, we will use ASCII instead.

Our use of fstreams will come from choosing the hangman word from an input stream and using output stream to keep up to date records of players. We use object oriented programming by making Player objects. We will also make the header files for our classes.

Here are the starts of some of the UML Diagrams.

|  |  |
| --- | --- |
| Game | Player |
| \*string name  \*int wins  \*int losses  \*int timesPlayed | \*string word  \*array of player players  \*int guesses |
| +string getName  +int getWins  +int getLosses  +double getAverage  +int getTimesPlayed  +void setName | +void makeTurn  +void guessWord  +boolean checkWord  +void guessLetter  +Boolean checkLetter  +void chooseCatagory  +void openFile  +void updatePlayers  +void SaveScores |

\*private

+public