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AP Computer Science A Mr.Goldman

Guessing Game Design Document

Visual Components

Main Menu:

*Guessing Game*

*Level 1: Beginner (numbers between 1 and 10)*

*Level 2: Intermediate (numbers between 1 and 100)*

*Level 3: Advanced (numbers between 1 and 1000)*

*Level 4: Expert (numbers between 1 and 10000)*

*Type the number corresponding to the level you want to play:*

Text box (you must put a number in)

Game Play:

You chose Level (x), guess the number which is from 1-blah blah

Text box (what the person guesses)

Possibilities:

1. You have correctly guessed the number which is (guess) in (numGuess) guesses!

Play again, Yes or No?

Text box (If you wanna play again)

1. Too low, guess again!

Text box (next guess)

1. Too high, guess again!

Text box (next guess)