PROJECT

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Software Engineering

--------PROJECT----------

Word Guessing Game

----------The Lesson -------------

Computer Programming

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Word Guessing Game

1. Does the menu work properly?
2. Do the menu sub-operations work properly?
3. Have the word adding operations been completed without any errors?
4. Is the game flow smooth and complete?
5. Are the variable names correct?
6. Is the program flow established properly?
7. Is there redundant code and meaningless operations?
8. Is the code optimal?
9. Are the topics understood?
10. Are meaningful and correct answers given to the questions?

All these options are working successfully.

First, the project was understood properly. Then, the project's diagram was created, and a plan was defined. It was decided to apply methods for all options. All methods were implemented in another class, and after ensuring that each of them worked successfully, the methods were merged, and testing activities began. It was ensured that the game runs smoothly.

Due to insufficient information provided in the project file, the scoring part of the game was estimated. The earned points were recorded as 10 points, and a lost game was recorded as 0 points.

References

Dr. Shaaban Sahmoud's revised slides