

Iteration 2

In the second iteration the 3 UML diagram is created and base on them the code is implemented. Firstly, the game starts with asking the user to play or exit and after the user chooses to play the game a welcome message is displayed. Then the system asks for the user name, gender and age . In the next step, the user must choose a word category from 3 choices (Fruits, countries, animals) so the random word chosen by system will be from the selected category. The user can make to guesses up to two more than the word length (for example for the word cat with the length of 3, user can make 5 guesses) for the missing letters and the system shows a message if he/she has won the game or lost. Also an option is added to the game that made it possible for the player to leave the game while he is guessing the missing character by entering “-“and the program will ask for restart or quitting the game base on the entered answer. In the final step the system will ask the user if he/she wants to play another game. If “Yes” the system goes to select game category menu and the game process continues. If “No” the system, ask for confirmation to quit.

Time Estimation table

Stage	Description	Estimated time	Actual time	Start date	Finish date	Deadline
1	Iteration 2	1 hour	1 hour	2021-01-24	2021-02-24	February 1st,2021
2	Class diagram	2 hours	2 hours	2021-01-25	2021-02-25	February 1st,2021
3	State machine diagram	3 hours	4 hours	2021-01-25	2021-02-25	February 1st,2021
4	Use case diagram	2 hours	2 hours	2021-01-24	2021-02-24	February 1st,2021
5	Implementation	3 hours	3hours	2021-01-24	2021-01-24	February 1st,2021

Time log

Task	Estimated time	Actual time	Summary of Task
Iteration 1	18 hours	16 hours	Documentation and writing plan project
Iteration 2	11 hours	12 hours	Creating class diagram, Use case diagram, statement diagram plus implementation of codes and writing scenario of the game. The possible bugs in the code will be fixed in future iterations.