**Requirements Deliverable:**

Student Names: Will Dalrymple, Orian Hairston, Camila Monsalve

Program Name: What’s your SuperHero?

General Description:

This program will start with a GUI asking the user a series of question to determine specific characteristics of the super hero. Variables such as age, favorite sport, favorite color, etc. will determine what your super hero name is and what logo your superhero gets. Once a user enters all the information to the best of their ability, a number is pressed to generate the super hero. The Name of the super hero is generated along with a super hero logo. Then a menu will ask to play again or quit.

User Flow(s): (describe how a user will use your program. If there are multiple functionalities, create a user flow for each function of your app. Bulleted lists are fine)

* Menu pops up, press continue to start
* A series of questions will need to be answered in text boxes.
* If a user does not know an answer for one of the questions, a default value will be input.
* Once all questions have been answered, user receives name and logo
* Menu will ask user to play again or end generator.

Expected High Level Architecture: (Provide overview of how you will implement multiple classes in your program. A UML diagram would be fine for this section)

|  |
| --- |
| Whats Your SuperHero  -Age: Int  - favorite color: String  -sport: String  -eyeColor: String  +setAge(Int)  +getAge(): Int  +setFavoriteColor(String)  +getFavoriteColor(): String  +setEyeColor(String)  +getEyeColor(): String  +nameGenerator(int age, String favcolor,String eyecolor): String  +logoGenerator(String favcolor,String eyecolor): .img files |

JOptionPane.showMessageDialog()

1. Postion (null)
2. Message(String)
3. Title
4. Type

* PLAIN\_ERROR
* ERROR\_MESSAGE
* WARNING\_MESSAGE
* QUESTION\_MESSAGE