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Final Project Planning Sheet

1.

Our project idea is a simple yes or no game that the user press and the computer will guess the number. The computer well give a list of numbers and if the number is on the list, then the user well press “yes”. If the number is not on the list, they well press “no”. They well go through it 7 times in order for the computer to guess what the number of what the user is thinking. The range of number would be 1~100.

2.

List of Numbers

Yes

No

Reset

x7

Your number is: \_\_\_\_\_\_\_\_\_\_\_

3.

The program is able to guess your number after a certain amount of ‘yes’ or ‘no’ button clicks. There will be an instance variable to determine how many times the user clicked the ‘yes’ button and the ‘no’ button.

There will be an accessor method to restart the game and set the instance variables back to zero when the player hits the reset button.

There will be a mutator method to change which numbers will be shown in the box for each time the player clicks the ‘yes’ or ‘no’ button.