

# Software Requirements for “Blind Find”

## Blind Find

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### Overview:

This document outlines the structure and setup of an original computerized game. The full description and instructions for the game are provided below, as well as the detailed requirements for its software implementation.

### The Game:

In this deceptively simple game of solitary play, memories are tested and visual analysis muscles are flexed. When the user starts the game, a grid of several different colored buttons is displayed – 5 of them being black. After 5 seconds, the buttons all become white and it is the user’s task to select the ones which had been black. The score is updated at the end of each round adding one point for every correct selection. A game consists of ten rounds. There is no winner but the ultimate goal is to get a perfect score of 50. The user can play multiple times to try to beat his/her score.

### Software Implementation:

#### UI Elements:

When the user first opens the app, a simple screen pops up including the following elements:

- A full screen button that first displays the message “Click anywhere to begin”.
- When user clicks, a slew of introductory messages and simple instructions are displayed, one every few seconds. (This builds anticipation and provides clarity).
- Once last instruction is given, screen changes to say “Ready?”.

When user clicks “Ready?”, the screen changes to display the initial setup for the actual game:

- Toolbar on top which includes the following controls:
  - Button to prompt next stage of game (“Start”, “Next Round”, “Play again”).
  - Label to display score.
- Grid of 25 buttons (5x5) – all white.

#### Play:

When the “Start” button is clicked, the game begins:

- “Start” button changes to say “Next Round” and is disabled until round is over.
- 5 random buttons in the grid turn black and the rest all adopt a random color (all different from each other).
- After 5 seconds, all the buttons turn white again.
- User clicks on the 5 buttons that he thinks had turned black.
- If correct, button turns black. If incorrect, button turns red with black x.
- Score box is updated to display number of points – 1 point for every correct guess.

- Round ends. “Next Round” button is enabled. Turn consists of ten rounds so repeat this code 9 more times starting again with grid of white buttons.
- After 10 rounds, display final score (out of 50). “Next Round” button changes to say “Play again”.
- If user clicks “Play again”, the screen changes to original full screen button – but this time displays different messages (skips instructions and lectures the user on the urgency of beating his/her score). Then repeat regular code for the game.