## Statement of Purpose and Scope

Description -This application is a “Guess Who” game that interacts with a user. The user will input some information about their facial features that will be saved in the program. The program will then ask a series of questions to the user about their facial feature. As the user answer each of these questions the program will eliminate those that do not match. The list of potential people becomes shorter. The program will narrow down the players who meet all the criteria and eventually pick the correct name.

Problem that it will solve – This application provides a user with a to simple game to entertain a them when they have some spare time or bored.

Target audience – Its application is intended for anyone that has access to a computer and is looking for some entertainment. the application also tries to avoid any discrimination no matter of the user’s gender or race.

How will it be used – This will be used on the user’s personal computer. Once the program has been opened it will bring the user to the start of the game and ask if the user would like to continue. It will then ask the user to input their name and details. Once that is completed it will ask if the user is ready to play. If so the game with begin to ask a series of question for the user to answer. These questions will start to narrow down who the player could potentially be. Once the program has guessed the correct name of the user, it will ask if they would like to play again or not.

## Features

1. A feature that takes in the new users’ details.

1. It will ask if the player wats to play, if so, it will continue to take user details, if not will take user back to the start screen

2. It will need to ask the player for full name. It will need to check if the play has entered in a full name or only their first. If the user has only entered in their first name if will ask them again to enter their full name.

3. It will ask for the colour hair they have and ensure that they have enter a colour that is already in the database. If not, it will ask if what is the closest colour to what is in the data base.

4. It will ask for their eye colour and ensure that they have enter a colour that is already in the database. If not, it will ask if what is the closest colour to what is in the data base.

5. It will ask for their gender and ensure that they have enter gender that is already in the database. If not, it will ask what the closest gender to what is in the data base.

6. It will ask a series of question with only yes of no answers such as if they wear glasses, are they bald do they have facial hair. If the answer given is neither yes or no, it will ask to be answered by entering yes or no.

7. It will then add all the users’ data to the player database.

8. If an error is to occur, the function will notify the user and return to the start of the programme.

2. Creating a Feature that create a temporary lists and dictionaries of each category.

1.to eliminate players ask questioned are asked, a temporary list of the player within the databank will need to be created. This will include the new users’ details.

2. It is to make a range of temporary dictionaries of the feature of the player in the data bank. This is to include:

1. A temporary dictionary of hair colour
2. A temporary dictionary of eye colour
3. A temporary dictionary of if they are bald.
4. A temporary dictionary of if they wear glasses.
5. A temporary dictionary of the players facial hair.

3. If an error is to occur, the function will notify the user and return to the start of the programme.

3. Create a feature that will generate questions for the user to answer.

1. It will need to be able display to the user how the game is played followed by asking if the user is ready. This function needs to be able to handle faults if an incorrect input has been entered.

2. If the user answers yes then start the game. If exit, take player back to the start.

2. This will need a function to generate a random question using data from the temporary dictionaries.

3. The questions that are asked can only be answers as yes or no answers. This function will be able to handle faults if an incorrect input has been entered.

4. Depending on the user’s input, it will filter through the names who match the criteria.

5. A counter is to be implements to count how many questions it has asked.

6. After three questions another function picks a name randomly and asks the user, depending on the answer the program will either keep asking questions until the there’s no more questions up or completes the game.

7 Once the correct name has been generated the user will have the option to either play again or exit back to the start.

# User Interaction and Experience.

### Find how to interact with each feature.

The program should be quite easy to follow as it will prompt the user through the terminal window what they need to do. The user will also be able to refer to the Help.txt file that comes with the program. Within that document will be the information on how the game is played.

### User interaction with each feature.

The user will interact will each feature through the terminal window. As the program moves through each feature it will ask the user for an input. If the user input wasn’t what the program was expecting, it will prompt the user with options of what the input needs to be before moving on.

### How errors will be handled by the application and displayed to the user.

If the program comes into an error as the game is played the user will be notified through a prompt on the terminal window. The program will either continue with the game or take the user back to the start of the game.

### Control Flow Diagram

### Implementation Plan

### Status Updates