

Timelog:

expected:

- reading instructions: 45 min.
- Making timelog: 10 min.
- Case diagram: 1h 30 min.
- State Machine Diagram for "Play Game": 1h
- Implementation: 12h
- Class diagram: 1h

Actual:

- reading instructions: 30 min
- making timelog: 7 min
- Case diagram, mostly confusion: 1h
- State Machine Diagram for "Play Game": 1h
- Implementation: 7h
- Class diagram: 30 min

UC 1 Start Game

Precondition: none.

Postcondition: the game menu is shown.

Main scenario

1. Starts when the user wants to begin a session of the hangman game.
2. The system presents the main menu with a title, the option to play and quit the game. Aswell change username and see highscore
3. The Gamer makes the choice to start the game.
4. The system starts the game (see Use Case 2).

Repeat from step 2

Alternative scenarios

3.1 The Gamer makes the choice to quit the game.

1. The system quits the game (see Use Case 2)

4.1 Invalid menu choice

1. The system presents an error message.
2. Goto 2

UC 2 Play Game

Precondition: The game menu is shown.

Postcondition: The game is running.

Main scenario

1. The user will see the words length and the letter that have been picked so far
2. The user puts in a letter and press enter.
3. The user gets feedback. Wrong or right answer and the letter gets added to the word.

Alternative scen

1. The player quits the game and gets back to main menu
2. The play guess the right word and wins
3. The player fail to guess the word and lose.

UC 3 Quit Game

Precondition: The game is running.

Postcondition: The game is terminated.

Main scenario

1. Starts when the user wants to quit the game.
2. The system prompts for confirmation.
3. The user confirms.
4. The system terminates.

Alternative scen

- 3.1. The user does not confirm

1. The system returns to its previous state

UC 4 Highscore

Precondition: The game menu is shown.

Postcondition: The highscore is shown.

Main scenario

1. Start when user wants to see the highscore.
2. The system shows the top 5 best scores.
3. The user types in Menu and gets back to the main menu

UC 5 Username

Precondition: The game menu is shown.

Postcondition: The user can set username.

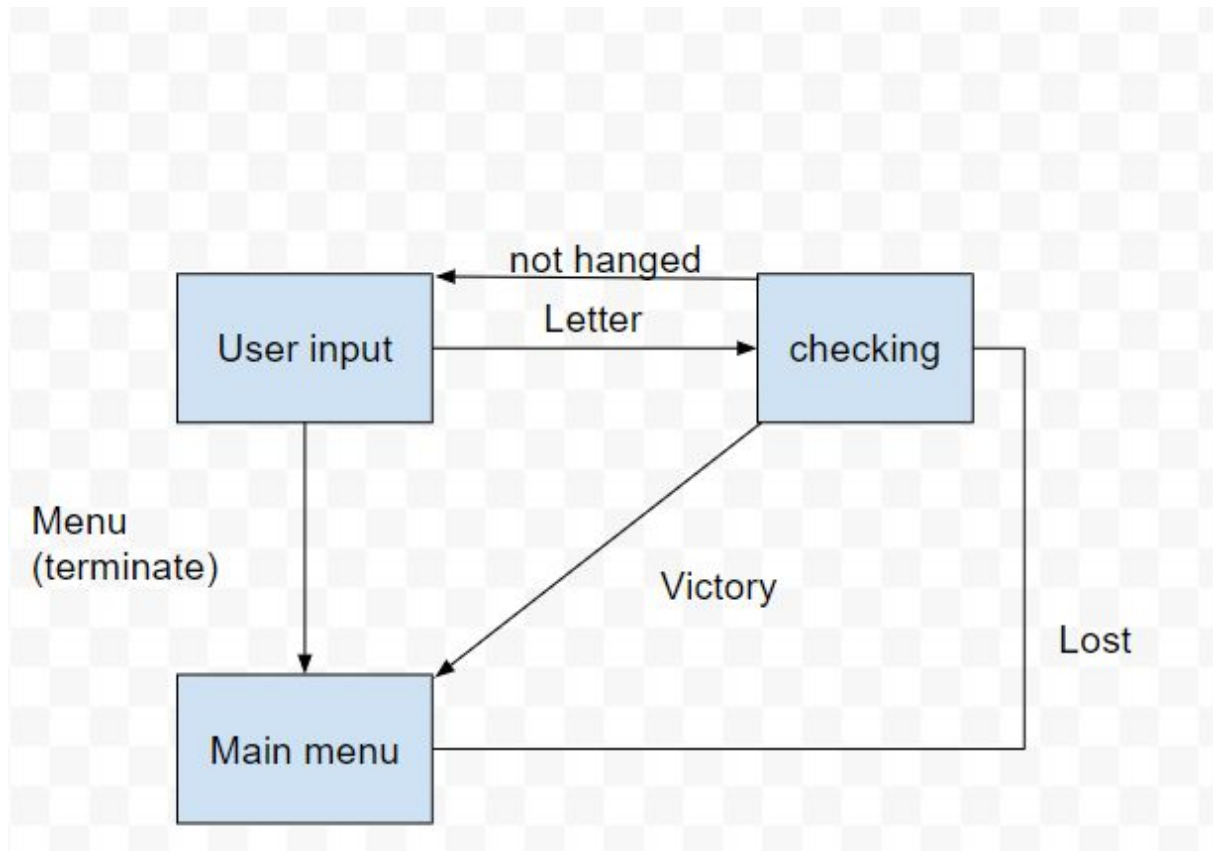
Main scenario

1. Start when the user wants to set or change username.
2. The user gets asked to set his username.
3. The user types in the username.
4. The user gets back to the main menu with and a conformation with his new username

Alternative scen

1. The user type in "Menu" and gets back to the main menu without changing name.

State machine



Class diagram

Not sure if this is the best way to make it but since I only have one class currently I believe this is the way to make it.

Main

```
gameMenu()  
quit()  
play(word)  
createUserWord(word)  
checkLetter(letter, word)  
checkState()  
setup()  
highscore()  
setUserName()
```