

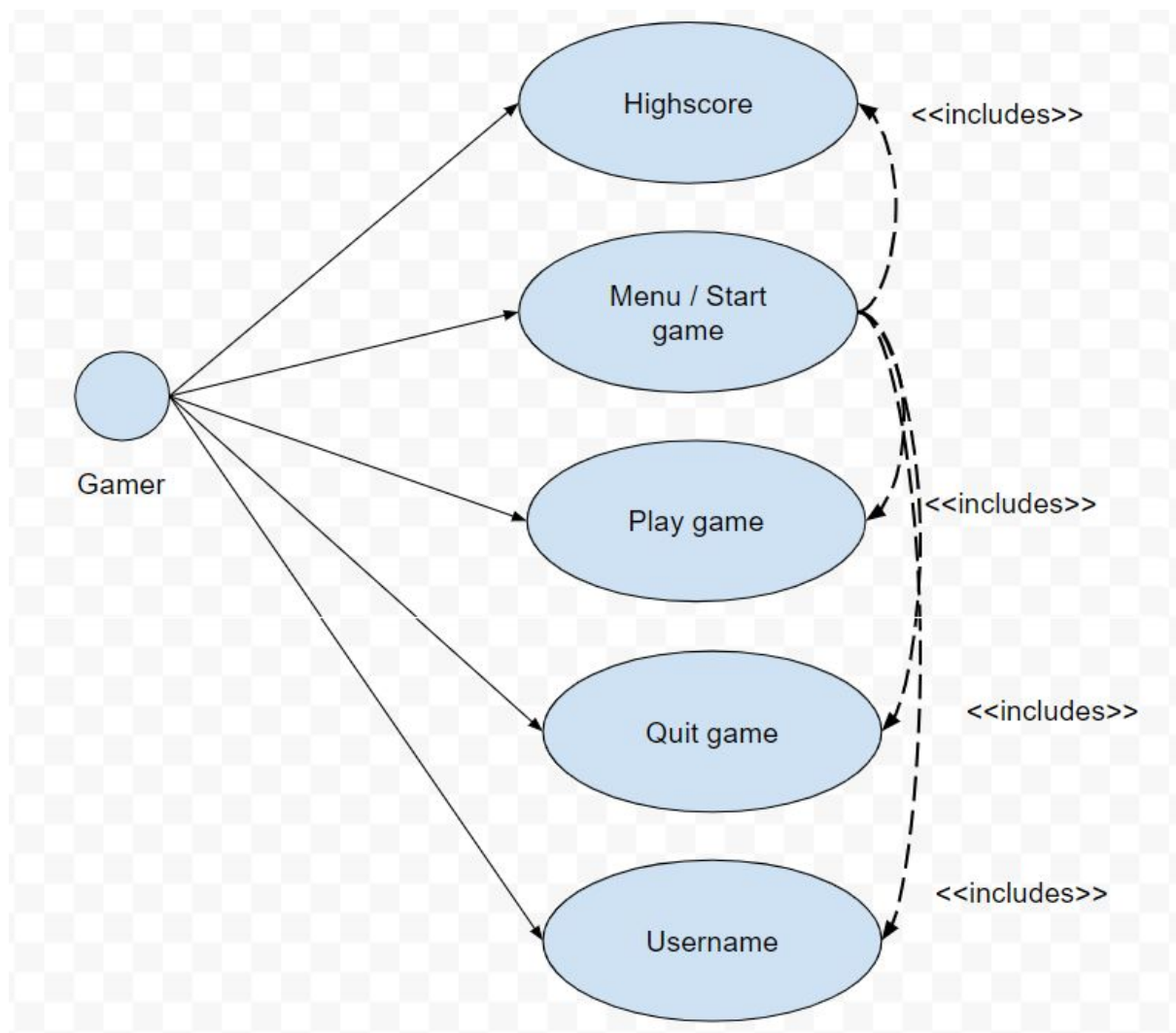
## Timelog:

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: 60 min
- making timelog: 7 min
- Case diagram, mostly confusion: 1h 20 min
- State Machine Diagram for "Play Game": 1h 10 min
- Implementation: 9h
- Class diagram: 30 min
- Things around like research etc depending on how it counts: 3 - 20h



## 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 gamer will see information about the word, tries and wrong letters.
2. The gamer gives an input (letter as main scenario)
3. The system gives feedback, spelling out wrong or adds the letter to the word.
4. This process repeats

### **Alternative scen**

2.1 The gamer puts in menu and will be directed back to main menu.

2.2 Invalid input and a error is displayed

4.1 The gamers wins and gets directed back to main menu

4.2 The gamer loses and gets directed back to main menu

## **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 the gamer wants to see the highscore.
2. The system shows the top 5 best scores.
3. The gamer types in Menu and gets back to the main menu

## **UC 5 Username**

Precondition: The game menu is shown.

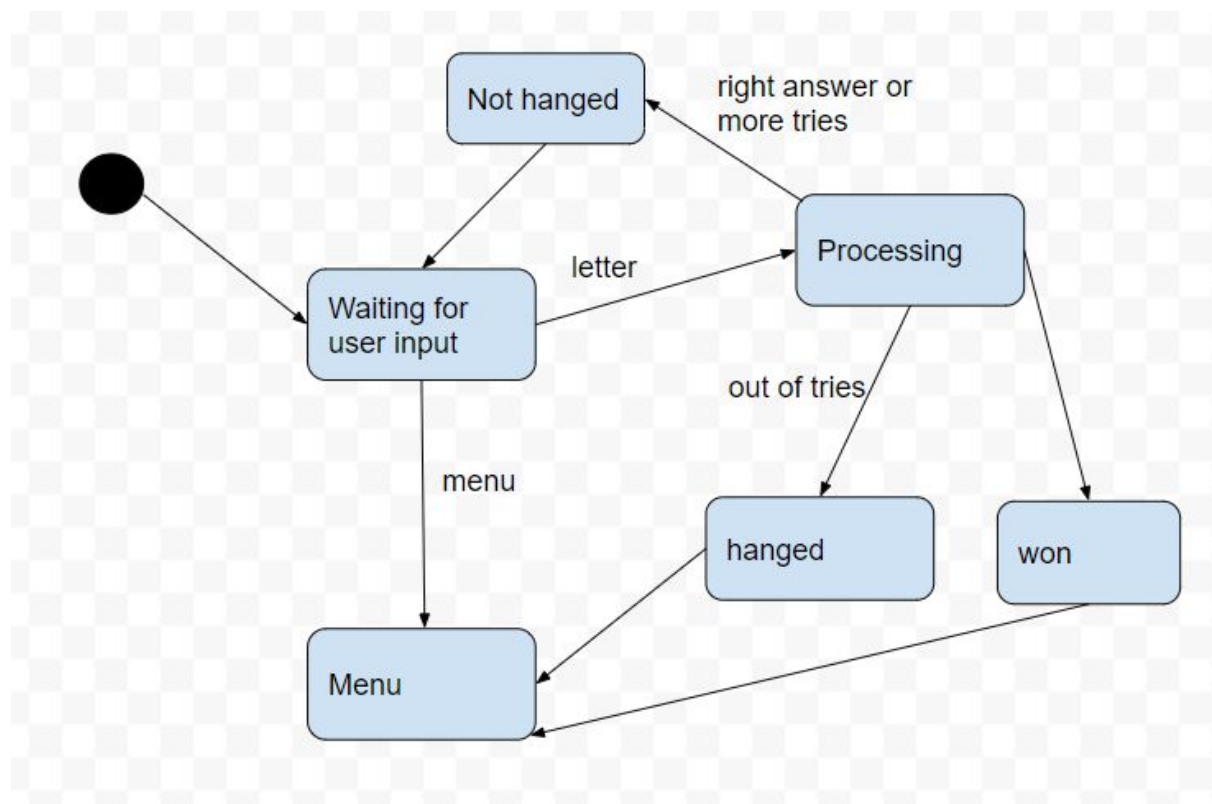
Postcondition: The username menu is displayed.

#### **Main scenario**

1. Start when the gamer wants to set or change username.
2. The System ask the gamer to set a username.
3. The gamer types in the username.
4. The Systems displays the new username and the gamer gets directed back to the main menu.

#### **Alternative scen**

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



## 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()
```