

Project Planning Sheet

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The Plan:

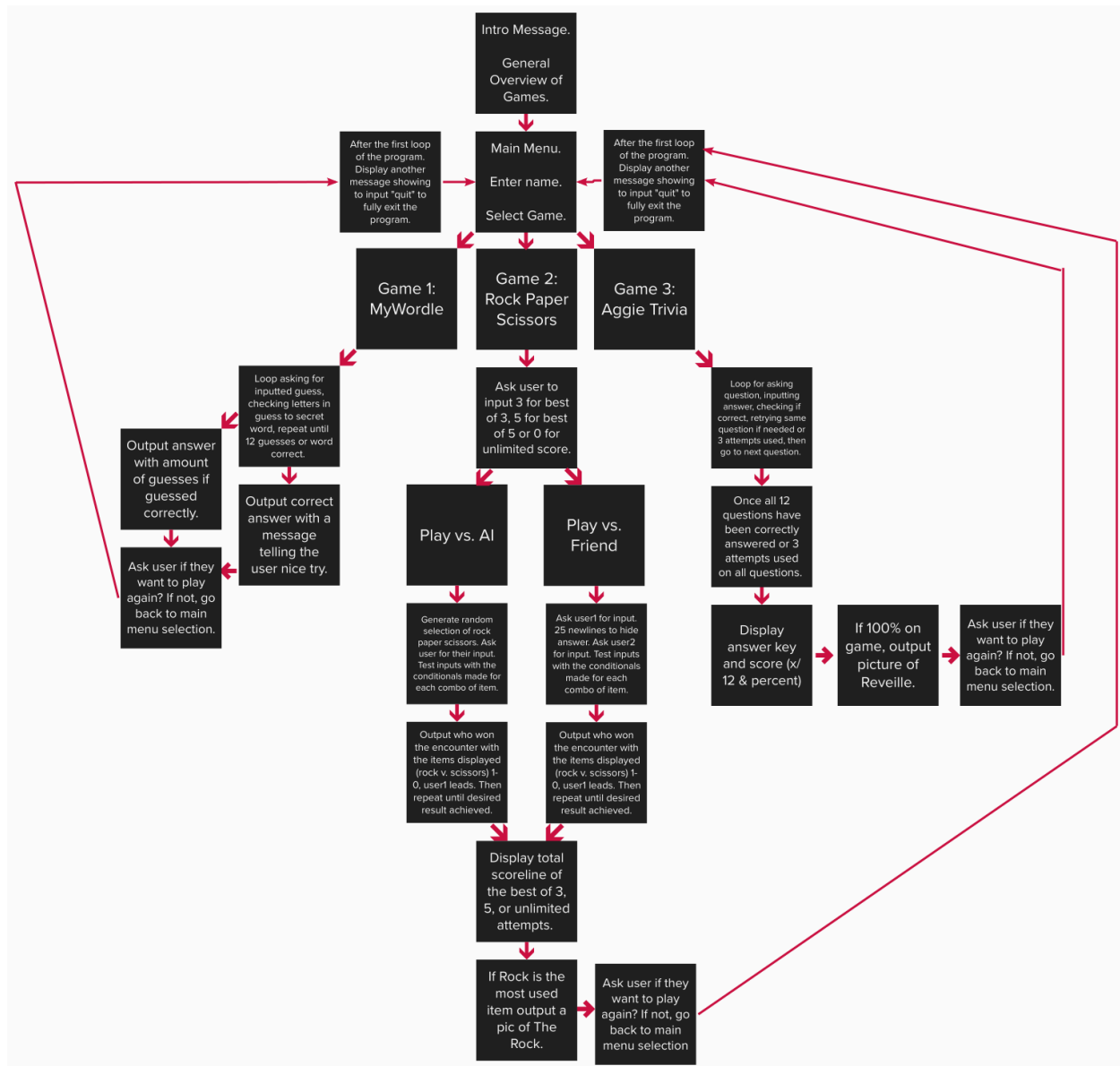
I plan to make a simple main menu that will display an options menu (1, 2, 3) for each of the three games. After each option, a brief description of each game will be displayed. This will only be a general overview of the game, not an in-depth description.

Game one, option 1, is called MyWordle. The more in-depth instructions will display after the game has been selected before the game starts. This game is basically the same as New York Times' Wordle game, but with a few changes to make it mine. The first change that I will make to MyWordle will be making the guess limit 12 instead of 6 because I want people to win more than they lose. I also chose the number 12 because of Texas A&M's 12th man. The second change I will make will be to make the word bank easier. This means I will take out any words with double letters or repeating letters. This will not only make the coding easier, but it will also make the user experience easier and more intuitive. I chose to make MyWordle because I was a big fan of Wordle when it came out. I had a 150-day streak of getting the word daily without missing one, then I accidentally closed the tab and the cookies didn't save. I was able to get one word in one guess and a few in two. All my friends from high school would play Wordle in our calculus class, and even our teacher played. We'd all try to get the word in fewer guesses than one another, it was a fun competition.

Game two, option 2, is called Rock Paper Scissors. The more in-depth instructions will display after the game has been selected before the game starts. This game is basically the same as the predecessor, normal Rock Paper Scissors. The twist I plan to add to this game is to give the user the option to play against a computer or their friends. This will be relatively easy to code, and it will give the game more depth. There will be an ongoing tally of who has won more than the other. The user can set a limit to the best of 3, 5, or unlimited attempts, so they can have more control over the length of their game. I plan on adding some type of easter egg that displays a joke or picture related to the most used item (rock, paper, or scissors). For example, if rock is the most used item then a picture of Dwayne "The Rock" Johnson would be outputted along with the score line. I think this will add some character to my code.

Game three, option 3, is called Aggie Trivia. The more in-depth instructions will display after the game has been selected before the game starts. This game is just like any other trivia game except the questions are catered to Texas A&M. This game will have 12 multiple-choice questions that are about Texas A&M history, culture, sports, etc. Each question will have 3 attempts so people have a greater chance of winning than losing. If a player scores a 100% in the trivia game a picture/drawing of Reveille the Texas A&M mascot.

The Hierarchy (Top Down):



This hierarchy doesn't account for the loop outside of the entire program to continuously repeat the process unless the game is quit, then the program is quit. This isn't too specific because I haven't done all of the code yet, so I don't know every step I'll have to take. This hierarchy covers every major step of the code for each game.