Project 4 – Hangman
Taking You Through the Applied Design Stages

As you design and program your Hangman project, you are going to complete some of the Applied Design stages.

By following the steps below and answering the questions, your Hangman project will be better planned, better designed and better implemented.

You will revisit these Applied Design stages throughout the course.

UNDERSTANDING CONTEXT:
Before beginning your program, look carefully at the design requirements to understand the context of the program. For this assignment you will not be interviewing the end-user. Instead, your task is to carefully adhere to the program requirements listed for Hangman. By adhering to there requirements you are ensuring that you understand the context of the game itself.
Identify and briefly describe the main requirements of the Hangman project in the space below.

DEFINING:

Identify the requirements above that might be difficult to program based on your current knowledge. What can you do to solve this problem before starting to program?

IDEATING/PROTOTYPING:

Begin work programming your Hangman game. Make sure that you program in small parts and that you continually run and debug your code.

In the space below, write down some of your observations about the programming process. What did you notice as you created this larger project? What components were difficult and what components were simple? What strategies did you use to facilitate the programming? What tips would you have for someone who was working on a similar project?

TESTING:

Find a friend or classmate and have them test your Hangman game. Ask them to comment on the gameplay, the communication with the user, the visual displays and the overall feeling of the game. Notice any moments where the user wasn't sure how to proceed or where instructions were unclers.

Considering the observations from your friend or classmate above, indicate any changes you might make to the program. If you are no going to make any changes, indicate why.

SHARING:
When you have completed your Hangman game, and made all final changes, share it with your friends and classmates. Indicate some of the feedback that you receive on your Hangman game in the space below.

Based on the feedback you have noted above, are there any people or groups that might enjoy this program?