Project Vision

To design and develop a system based on the popular Hangman game. The system, from now on referred to as "the game", will be text-based rather than creating a GUI with a graphical representation of the man being hanged. This is done due to time, knowledge and resource constraints under which the game is developed. The game will be developed using the Eclipse IDE, as the developer is most familiar with this environment. The user, henceforth referred to as "the player" will be presented with a number of letters a word contains. The task of the player is to guess the letters within a certain limit of attempts in order to win and then will be given a score. The score system will function as such: the player starts off with 1000 points and with each correct guess will be awarded with another 500, however if the player does not guess correctly 300 points will be subtracted instead. The scores will be stored in a text file along with the name of the player. The game will have two languages available, Swedish and English. The player can select a language and then the word to be guessed will be in the selected language. The game will implement a multi-player option where the players will take turn to guess the randomly selected word. Additional features will include optional user registration, a survival with a time limit as well as a feature to add more words to the word pool.

The vision for this project was created in order to display an overarching depiction of what the development of the project will look like, as well as what features and requirements will be necessary for the project to run as intended. It is written with the general, not-detailed idea of what features will be included in the game, as well as the developers expectations of what the final project will look like.