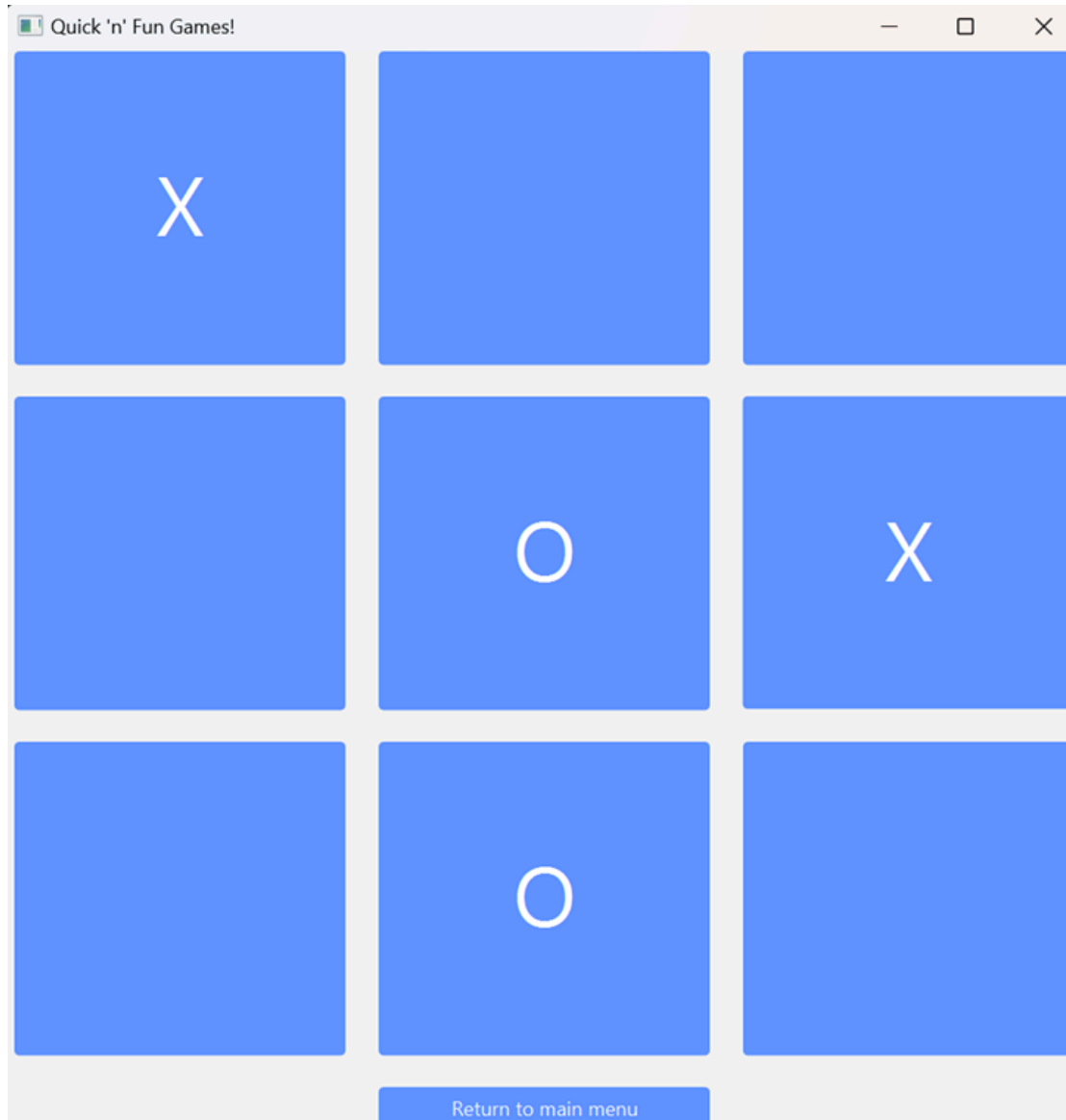
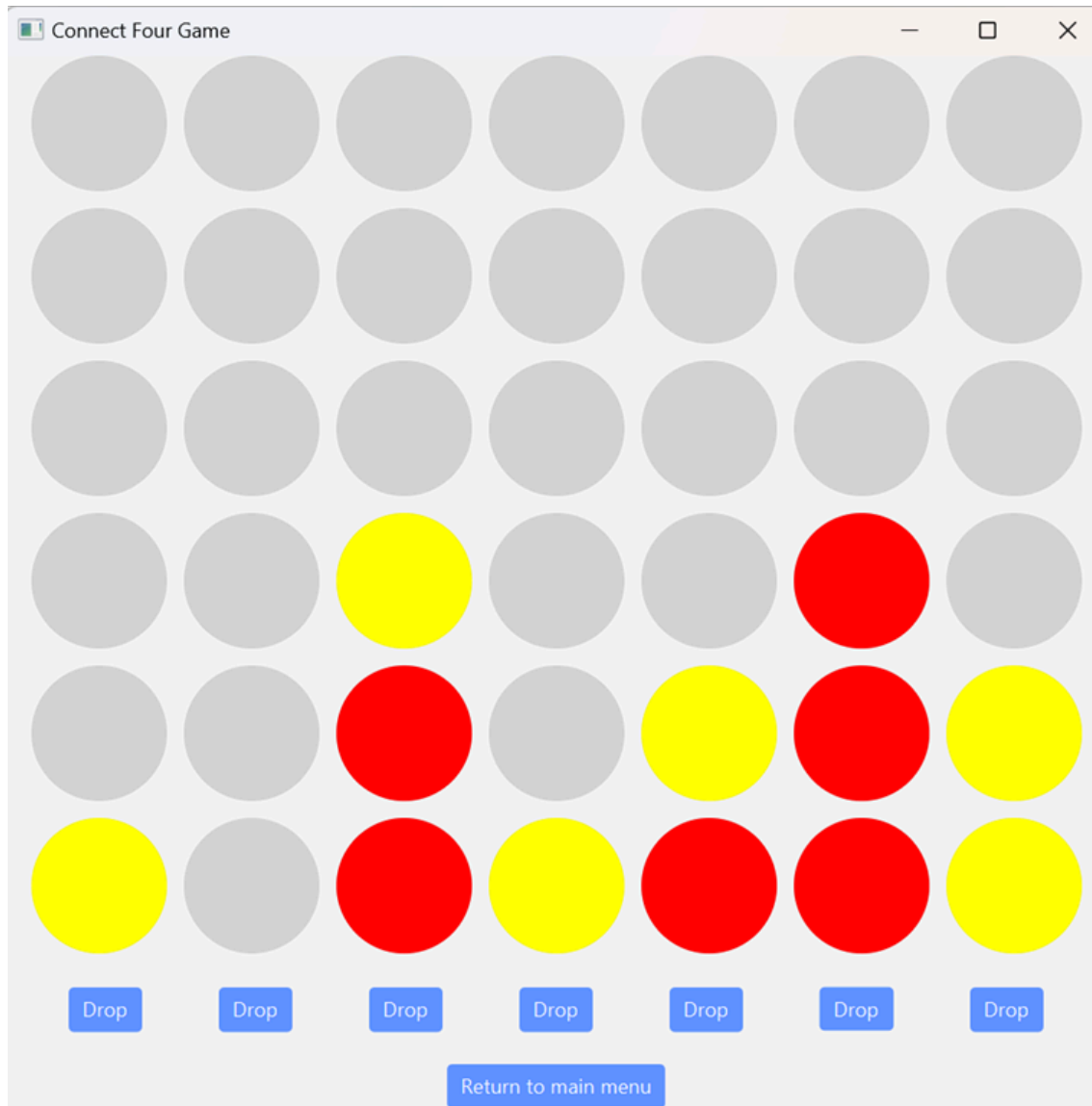


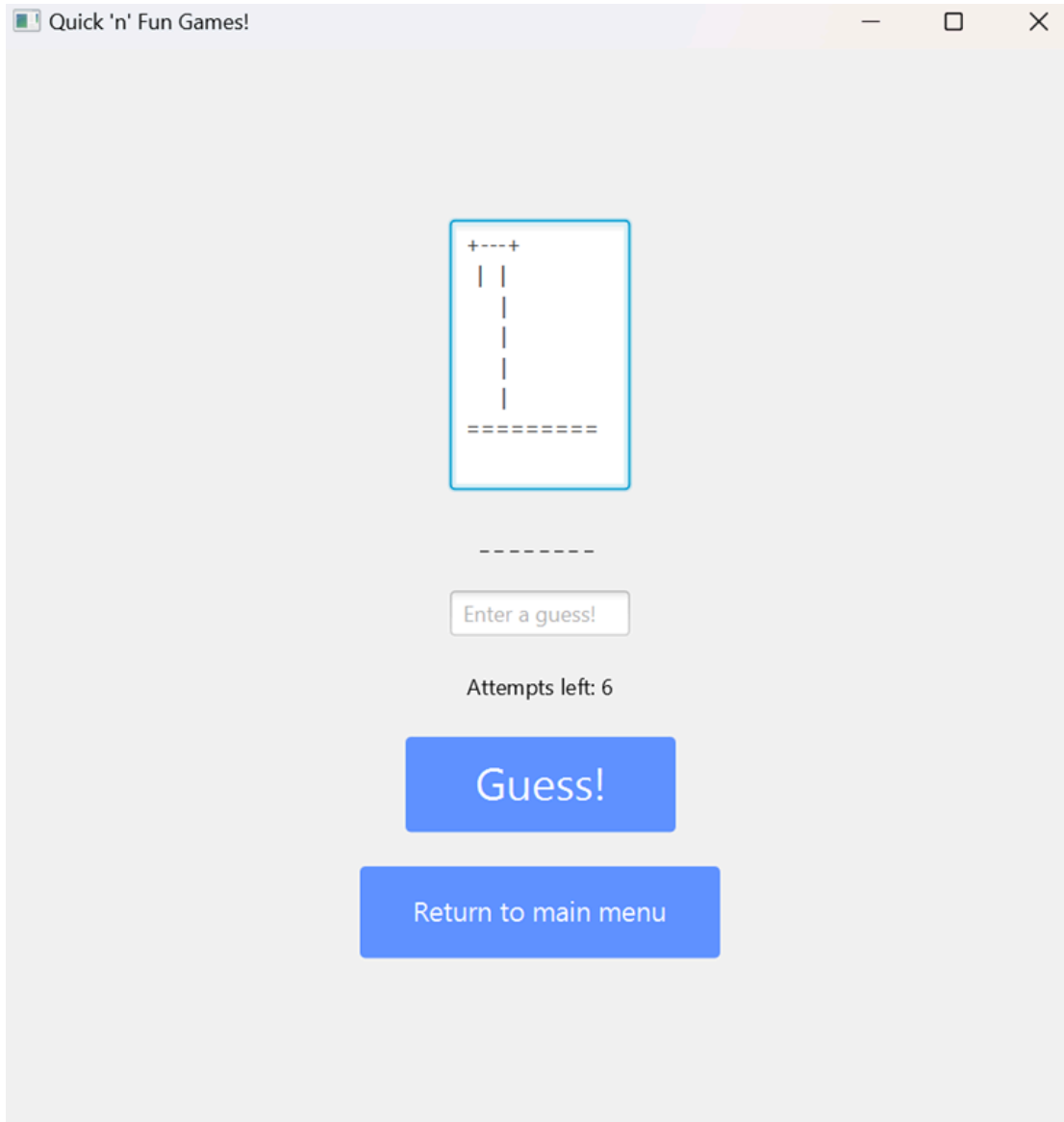
The first screen you will be greeted with is a main menu with four buttons, Tic-Tac-Toe, Connect Four, Hangman, and Check stats. The first three buttons will bring the user to a different screen where they can play the game the button was labeled with. Under these three buttons are a set of two radio buttons for each button, modifying how the game will be played. For Tic-Tac-Toe, if you select “1 Player,” you will be playing against the computer, and if you select “2 Players,” the game will alternate turns so you can play against another real person. The game will select “1 Player” by default. For Hangman, the two radio buttons you can check are “Normal” and “Hard.” “Normal” is checked by default, and if it is selected, the game is played with the standard rules of hangman. If “Hard” is checked, the game is still played with the standard rules of hangman, but all the possible words will be reversed. The final button, “Check stats,” brings up another window that displays the amount of total game wins for player 1, player 2, and the computer. Also, check out winhistory.txt in the same directory as the program, it tracks each win and how long it took to get it. To exit this window, simply click the “X” in the top right.



The Tic-Tac-Toe board is a 3x3 grid of buttons. In order to make a move, you click one of the empty buttons, and it will be filled in with an X or an O, depending on which player you are. If the player initiates Tic-Tac-Toe with 1 player mode selected, then they will always be the X, or player 1. Whenever the player makes a move, the computer immediately makes their own move. This continues until either the player or the computer achieve three in a row. If Tic-Tac-Toe is initiated with 2 player mode selected, the program alternates turns, starting with X, or player 1. Player 2 is always O, and will always go second. The turns will alternate until one player gets three in a row or a tie is reached. When the game is finished, an alert will pop up letting the user know if player 1, player 2, or the computer won, or if the game ended in a tie. Upon closing the alert, the program returns to the main menu. There is also a button that allows the user to return to the main menu before the game ends below the gameplay grid.



The Connect Four board is a 6x7 grid of grey circles, with a button under each column. In order to make a move, the player clicks one of those buttons and a piece is dropped in the corresponding column. If the player initiates Connect Four with 1 player mode selected, the player always goes first. The player is always the red piece, or player 1. When the player makes a move, the computer immediately makes a random move in response. If the player initiates Connect Four with 2 player mode selected, the game will alternate turns for each player. Player 1 is always red and always goes first. For both modes, the game ends when four pieces of a single color are placed in a row, or the board is completely filled. When the game is finished, an alert will pop up letting the user know if player 1, player 2, or the computer won, or if the game ended in a tie. Upon closing the alert, the program returns to the main menu. There is also a button that allows the user to return to the main menu before the game ends below the gameplay grid.



The Hangman board is a textbox the player can input letters into, a button to submit the guess, and a display that shows which letters the player has guessed and which are missing. There is also a textbox that shows which stage the Hangman is on, and a count of how many attempts the player has. The player must enter a single letter as a guess, if any invalid input is detected an alert warning the player pops up. The goal of the game is to guess the word set by the program within 6 attempts. All possible words are java keywords. Hangman has two modes, Normal and Hard. The only difference between the two is that Normal mode uses normal words, while Hard mode uses words spelled backwards. The game ends when the player has successfully guessed the word, or when the attempt count reaches 0. Once the game ends, the player is shown an alert that lets them know if they won or lost, and the program returns to the main menu after the alert is dismissed. There is also a button to return to the main menu before the game ends underneath the button to submit a guess.