Hangman

Executive Summary

This document explains about the Hangman game and its functionality. Also, it articulates the individual roles while developing this Windows Form application.

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Game Overview

The game is designed with an aim to allow students belonging to 1st, 2nd or 3rd grade to learn and validate their knowledge on words while enjoying the game. A student can select one of the three categories – Animals, Fruits and Places. Once a category is selected, a random word belonging to that category will pop up and be represented as dashes, where each dash represents a letter in the word. Student guesses a letter in the word. If the guessed letter is a part of the word, that letter is populated at the respective dash. If the letter doesn't occur in the word, a set-up to hang a man starts building. After a few incorrect guesses, a man will be hanged to death and the game will be over.

Technology

The game is developed using Microsoft Visual Studio 2015 .NET Framework as Windows Form Application.

Roles

The application is developed as a joint effort of 3 members, namely Raunak Tongia, Rishikesh More and Sourabh Munje. The development was planned with an idea of rotating roles in every 4 days. The roles mainly were related to developing the application using C# language, UI designing which made use of different drag and drop tools, and finally testing the code and functionality of the application (both white box and black box). Below are the specific roles performed by the individuals:

- Raunak Tongia: Primarily performed GUI designing and handled most of the bug fixes.
- Rishikesh More: The main developer in the team and performed unit testing.
- Sourabh Munje: Specifically focused on white box and black box testing, making sure the quality was up to the industry standards. Also, performed code review.

References

Images used from the below sources:

- https://www.pinterest.com/
- https://www.ego4u.com/
- http://www.hangman.learningtogether.net/