HA GD O D

CSE 403 Win 12
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Gameplay
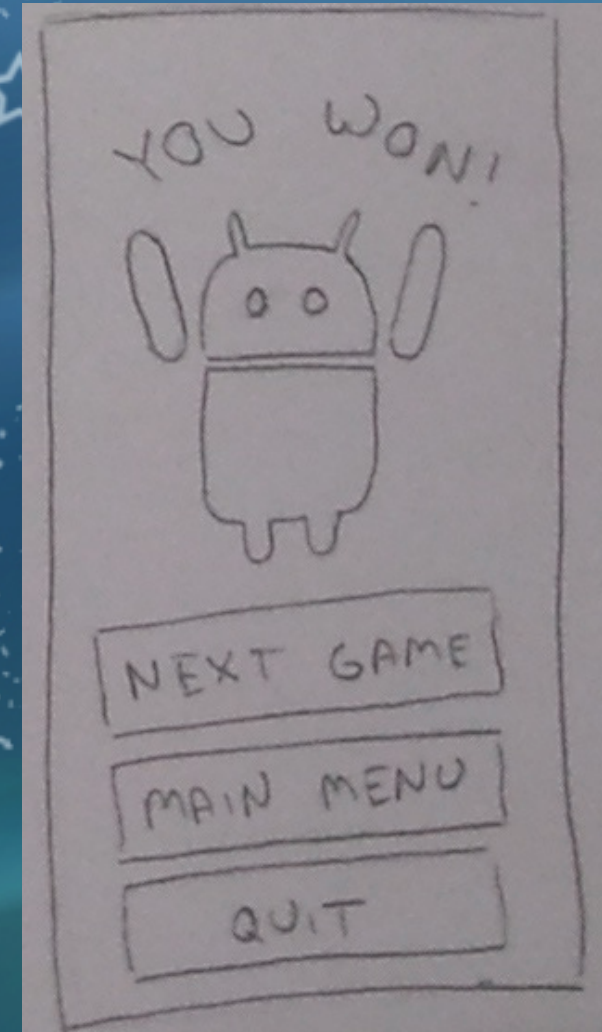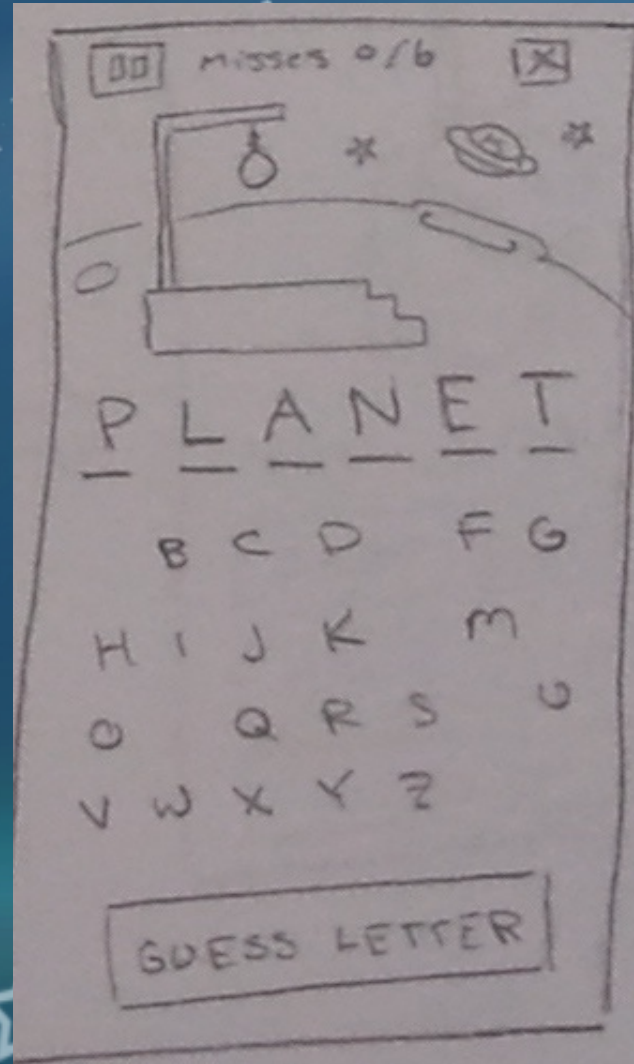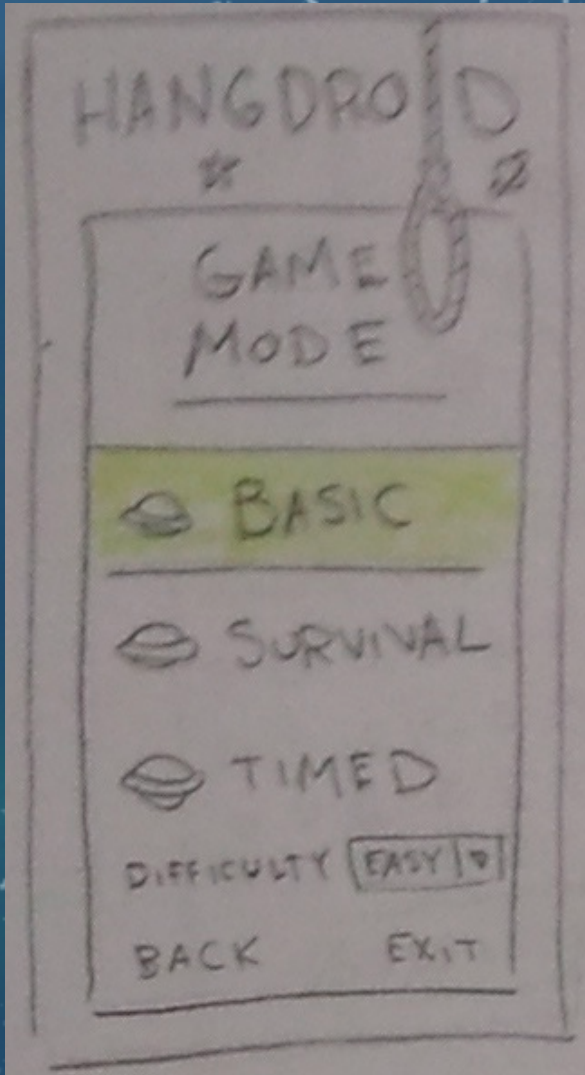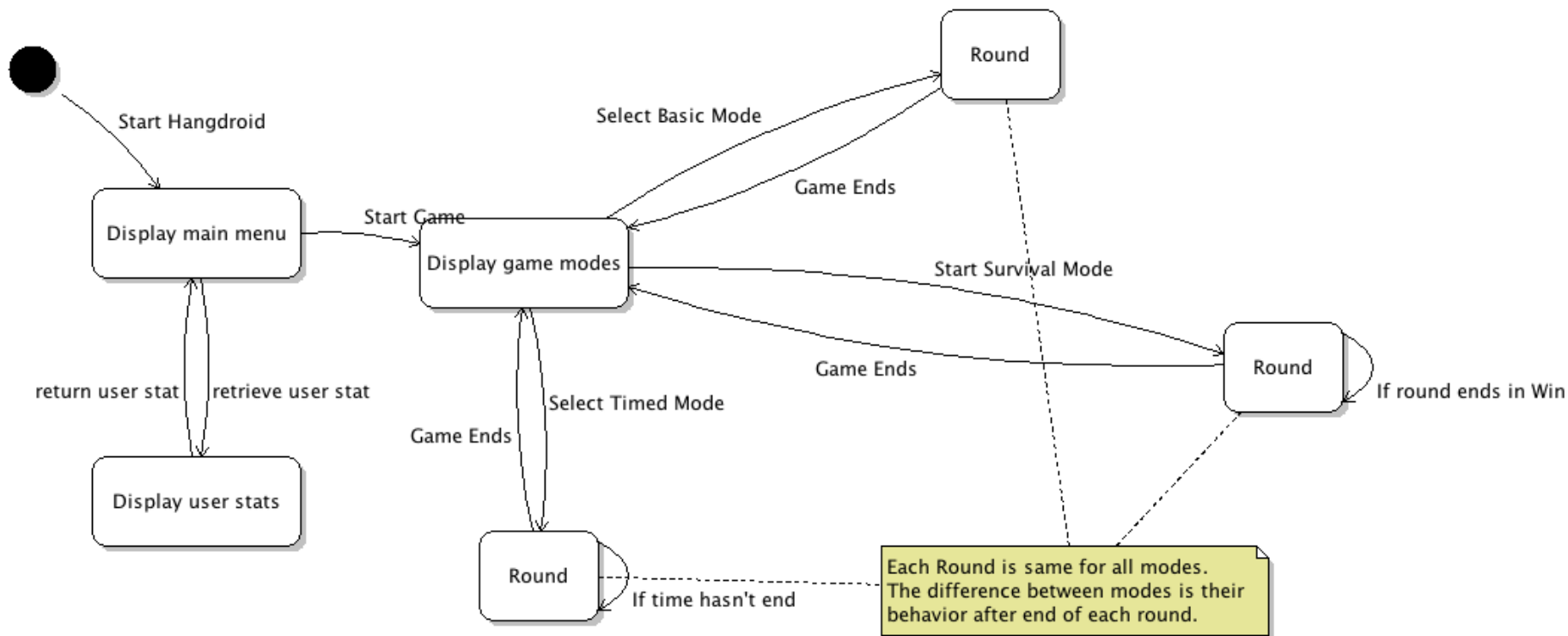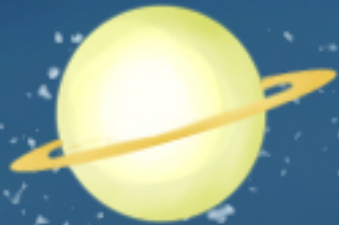
○ **Single player guessing game**
○ **Exceeding maximum # of bad guesses hang the android**
○ **Different difficulty of words**
        ○ **Multiple game modes**
        ■ **Basic mode**
        ■ **Timed mode**
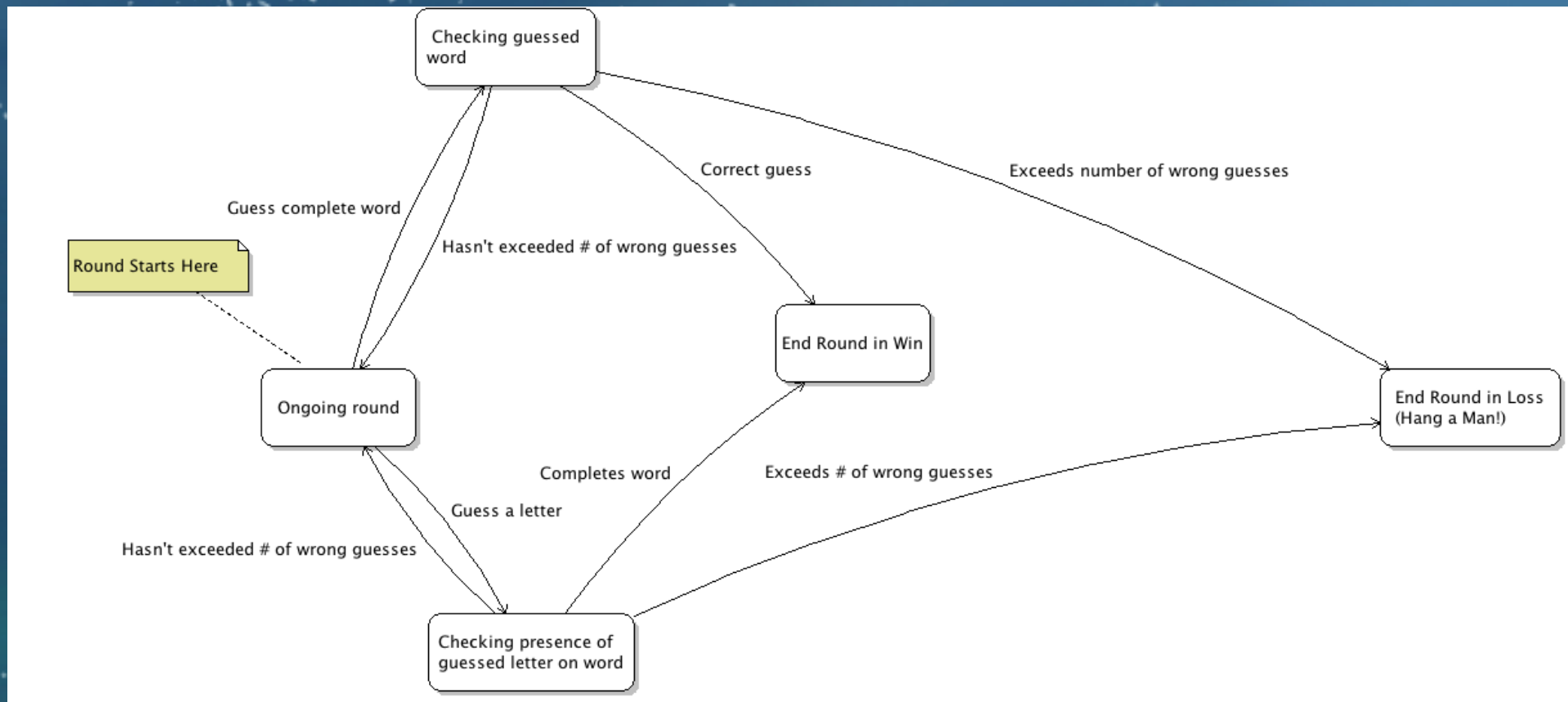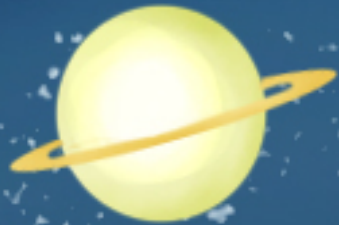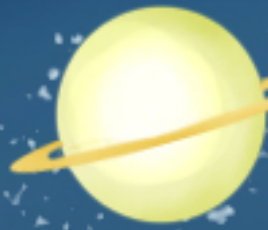   ■ **Survival mode**

Paper Prototype

State diagram of Hangdroid

State diagram of Hangdroid (contd)

Development process

Tools and languages
- Game: Andoid platform, Java to create the game and GUI
- Backend: php to communicate with MySQL database on server

Team
- Assigned role as a tester, UI etc
- Pair programming and code review to help each other
- Resolve conflict through voting

Backend

- ○ Database on serving stores all word lists
- ○ Each word is associated with
  - ■ id
  - ■ theme
  - ■ level difficulty
- ○ Application keeps track of the current user stat
- ○ When user completes a level or changes the theme, application updates word lists from database