

CRC Card Sample - HangMan Game

These CRC cards are very incomplete. Try to go through a game and see what else is needed!

Basic user stories:

1. Display start screen
2. Show high scores
3. Display word
4. Ask for guess
5. Update hangman picture
6. End the game

Implemented?

3-6 are really one User Story "play the game", however that is too broad for this example, so stories are broken down further. As are the CRC cards

Note: These are not fully documented user stories. More is needed, but these should give you an idea.

NOTE: Only back of card is shown... front of card is missing!

Game Controller	
Responsibilities	Collaborators
Get the word to display	Dictionary
Startup a new game by setting a new word and initializing the hangman	WordGUI, ManGUI
Display the word	WordGUI
Display the hangman	ManGUI
Ask the user for a guess	WordGUI
Update the hangman	ManGUI

Dictionary	
Responsibilities	Collaborators
Get a random word and return it	

ManGUI	
Responsibilities	Collaborators
Display the hangman	
Update the hangman	
Initialize the hangman	

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WordGUI	
Responsibilities	Collaborators
Display the word (with blanks) Ask the user for a guess and return it Set the word to display	

StartScreen	
Responsibilities	Collaborators
Start a new game to be played Display the start menu End the game	GameController