RetteMich!

System Requirements:

Hardware:
- 1Beamer
- 1 PC
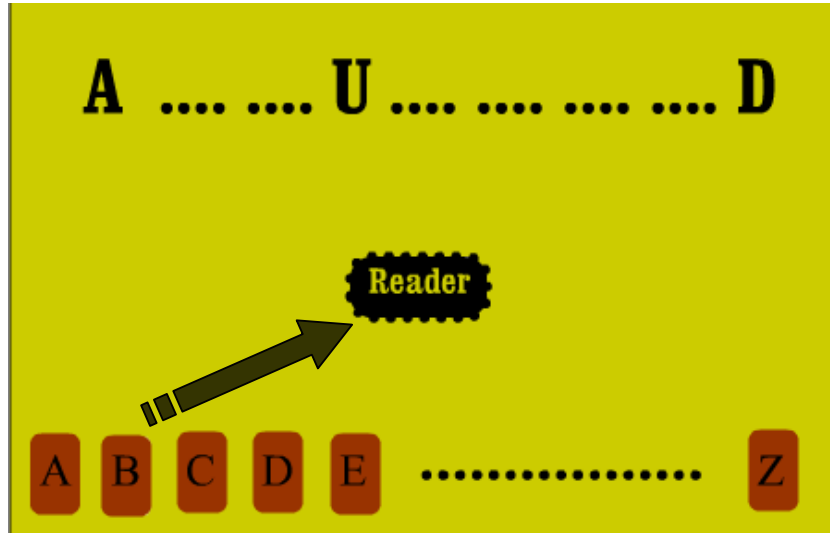- 26 RFID Tags
- RFID Reader
- 1 Motor
- 1 Skeleton

Software:
- Visual Basic .Net
- Flash animation (screens: game over, start)

Game Play:

This is a single player game in which player will be provided with 26 RFID tags representing 26 English alphabets (see Fig.1).

Figure 1: Player making his move

Once the game will start, software application will pick one word randomly from the stored words list and will be beamed over the table. Represented word will be missing some letters in between and player will be asked to fill up the spaces with the help of corresponding labeled RFID tags. For this part player will move his or her selected RFID Tag towards reader. Once reader will read the tag information, it will query software application to update the program and display will be updated as well. Now player can pull back the tag and is ready to make his or her next move. If the player will make a mistake, the skeleton will be raised to one level higher. If the player will make three mistakes, skeleton will be hanged ☺ and game will over.

Class Diagram:

Following could be the first draft of class diagram of the HangMan software application,

```
                        Form
                     Constructor ()
                     Wordlist_obj
                     Gamerule_obj
                     RFID_SDK_obj



                ┌─Association─┐
                │      ─Association──Association─
                ▼                ▼                      ▼
           WordList                            RFID_SDK
         Constructor ()                       Constructor()
       GenerateRandom()    GameRules            Get()
         GetRandom()      Constructor()         Set()
          AddNew()       CheckMistakes()
        DeleteWord()
         GetIndex()
                         Mistakes_Allowed
                          Points_Scored
```