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CPS 410

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Guessing Game

Collaborative Process

Myself and my peer Joe Wahbeh, developed a game where the user guesses a number between 1 – 100. If the user guesses correctly, they win. However, if a user guesses incorrectly, they can either accept defeat or take another guess. One of us took on the challenge of coding while the other assisted with the logic and setting up other factors of the program. We faced several issues which eventually led us to switching roles.

Problems Faced

Our problems started from the start when we didn't get a clear understanding of the assignment and underestimated the project. Our initial approach included just building a simple program on python. We faced some struggles on our approach to the implementation of the game as we didn't know if the best approach would be allowing the user a maximum of 10 attempts to guess or allow the user unlimited attempts until they didn't want to guess anymore. As we coded, we realized I wasn't able to assist my peer as much as I wanted because I was very rusty on my Python syntax.

We then switched to a tech stack that I was familiar with, in HTML and JavaScript, however this was a mistake from my end as I did this only to get hands on experience with JavaScript, and my peer was unfamiliar with this tech stack. Nevertheless, I was able to build a product that worked,

but recalling the earlier issue of our understanding of the assignment, we overlooked the fact that we had to develop through a TTD Development process.

After some bad decisions in my end, we finally switched over to Java, where I coded the solution up in minutes. The struggle we did face was the TTD which I was unfamiliar with, so I had to look at some documentation to figure it out.

Solution

Our solution first involved us coding up a simple guessing game solution which an actual user could interact with. All this code was in a static main method for the Guess Class. Next, we implemented the tests which involved integrating the Jupiter library into our IntelliJ project. I further added to the Guess class by adding two methods: `guessCheck()` takes two integer parameters and `playAgainCheck()` which takes a string parameter. The point of these methods was so we could test the core logic separately from the game loop, aligning with the TTD requirement which we overlooked initially.

Reflection

I didn't understand the assignment details that well and didn't put in the initial effort to understand them for some reason which is unlike me. So, moving forward one thing I need to always be aware of is that I read the directions and clearly understand what I'm supposed to do and the expectations of the assignment. Doing so will help solve other problems such as which tech stack to use. The other thing I learned is that, for group assignments the goal should be to complete the assignment and not worry about "yourself" too much. My peer and I wasted so much time choosing a tech stack we both preferred when we could have easily implemented the assignment in the tech stack that we are familiar with in Java like we ended up doing. The third thing I learned is that it's important to get out of my comfort zone, because as we progress

through the semester, and deal with our main projects, we are going to have to face technology that we might not be familiar with, so I need to take the initiative by reading documentation instead of avoiding it.