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CS 171

Final Project Summary

In the project we split of the work with everyone doing 2 modules and me doing 2 modules and the main structure of code to implement the modules. I worked on the code seen in the main.cpp code as well as the bomb class and randomizing functions. I coded the arrays indicate the bomb serial number and characters and bomb color as well as displaying them. I also coded the randomized switch statement to choose which module is displayed. I set each module to a bool type and returned either a 1 or 0 if the game was successful or not. This made the strikes increase by one and not allow the switch randomizer to continue. This means if you get a module wrong you need to repeat the game. I then also coded the number memory game and the arrays and comparison arrays that went into that. I assigned different variables for each stage of the game to save the position of the button pressed and also the number label on said button. I also coded the Simon Says game that displayed the color patters. The arrays are set and then reset depending on the bomb’s serial number which is imported into the function. There is a check that I programed that checks if the serial number has a vowel and changes the array to what “Simon Says”. The user then indicates the corresponding numbers based on the number of strikes (which was also imported into the code) and the serial number. All in all for the final product I think I did around 3/4 of the work since we were only able to get three modules down and the main code.