Guessing Game Lab Report

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Development process:

Usually, it is common practice to write the unit tests, before implementing the logic, but we sort of did it the opposite way. We scripted the guessing game after coming up with a brief plan and ran it to make sure it worked. Then, we wrote the tests to cover the cases where the user enters an invalid input, and the logic is working correctly. Then we ran those tests and made sure they were all working correctly and passed.

Challenges faced and solutions:

Working with Junit was a little tricky at first, since it was mostly new to us, but after some quick google searches, we were able to understand it better and get it working in the end.

Game flow diagram:

