# **Instructions:** *(Note: only one team member should complete this and submit it!)*

1. Copy and Paste the url to the Cloud 9 workspace you and your partner used for your Hangman Game:

| | |
|---|---|
| **Hangman Cloud 9 Workspace**<br>**Hangman Theme: Memes**<br>**Designers: Zachary Diodati, Brandon Lau and Leo Li** | Edit the Following Link:<br>CSE4_Diodati_Lau_Li_arthangman.py |

2. Use the following table for your gallery walk:

**Instructions:** To play out text adventure type in %run Testing/FinalTest.py

Make sure to follow the instructions given in the game (or not, it will know if you did something wrong either way)!
To restart, either type “Y” when prompted or type hangman() in the terminal

| Likes/Pros | Missing/Cons |
|---|---|
| 1. No matter what invalid answer we tried, the code didn’t break and just printed an invalid message.<br>2. I like the game and there are no known errors in the code. I also like the ASCII art.<br>3. I like how the figure slowly comes out every time that I typed a wrong letter<br>4. I like the restart option when you win or lose<br>5. The ascii art is cool.<br>6. Code doesn’t break<br>7. ASCII ART%TTTTRERYT%T%%T%%% | 1. The secret phrase that we were supposed to be finding did not print out - this was supposed to be printed out for testing purposes.<br>2. You have to guess uppercase letters← ignore this, this comment is irrelevant |

3. Please have each member individually type there own conclusion answers to the two conclusion questions below:

- Reflect on the creative process you used. What was useful? How was it similar and/or different than the Text Adventure Project? Discuss your reflection with your partner and then write a reflection individually.
- Reflect on the team dynamic. What helped the team work well together? Was it better or worse than the Text Adventure Project? Discuss your reflection with your partner and then write a reflection individually.

Zachary - We started with how to create hangman display as instructed, and thought about how this function would be used later and incorporated into the entire structure. After this function was… functional, we started to map out the main hangman() function that would run the different parts of the game. The win check function was then worked on to build the logic that would run the entire game. The functions that were needed were added into the winCheck function as we went, and the logic was adjusted to our needs as development continued. Me and Brandon worked on brainstorming, and implementing code into the game, while Leo tested and created content and words that applied to the theme. We worked together better in this one than the other, as the other one was way more complicated, and I was the only one who had a clear idea of how the backend worked. Even though there were more bugs in this project and this one was less ambitious, I feel this one is way more polished, and there is very little I can think of to improve the game more. To me, this means that the project was an utter success!

Brandon:

The creative process used in this project was very different from the text adventure project. Logic reigned supreme, as hangman is a game we were all familiar with and designed our code based on its visual aspects and rules. As instructed, we started off with the hangman_display function, getting it done a quarter into our second day. Following the success of this, we had a quick brainstorm on how the game hangman worked in real life, and we started to design code mirroring the game's rules and processes. Our game was just a handful of functions, and each function called other functions. We had one main function, which was what we were instructed to do, which ran the entire game by calling functions. Our team worked well, and more or less the same. We tackled different problems, and was very efficient overall. This project was better than the text adventure project, even though we encountered a few bugs on the journey, we were able to fix everything. We had a plan of what features we wanted, which we kept at the top of the document, and we achieved all of them, which made us all feel very much accomplished. Even with so many features, the duration of the galley walk proved that we made no mistakes, as no bugs were discovered. This project was very fun, and proved that something as simple as hangman is much much more difficult to code then it seemed at first.

Leo -

4. Then have **only one member** (the member who's cloud 9 account was used) submit this document to google classroom.