

Implementation Report

For Assessment 2 the following features were required to be implemented:

- The GUI
 - At most 6 detectives
 - Question or accuse (but not ignore)
 - At most one clue per room
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- The GUI
 - Question or Accuse (but not ignore)

For the project implementation, the backend of the project was built up with a focus of the scenario generation and the front end was built up through an iterative process. Each aspect of the front end was initially built in a rudimentary representation (java dialogs, etc.) and then improved upon as time allowed so that the project would eventually have a UI that would fit the theme. As such, each aspect of the GUI, including question and accuse, is implemented but the iterative process has not been applied for each GUI element.

Status: Implemented but there is room for improvement.

- At Most 6 Detectives
- At most one clue per room

All of these requirements are implemented as part of the back end of the project where the scenario generation takes place. This allows the back end developer for the game to vary the number of clues and characters based on the requirements of the scenario.

Status: Fully Implemented.

Link for the executable: <https://teamfarce.github.io/MIRCH/executable>

Documented code: The source code of the project has been submitted as a .zip in the submission .zip, and the full Java project including assets is available to view and download from our github repository <https://github.com/TeamFarce/MIRCH>