Submission Worksheet

CLICK TO GRADE

https://learn.ethereallab.app/assignment/IT114-003-F2024/it114-module-2-rps-2024-m24/grade/cae6

Course: IT114-003-F2024
Assigment: [IT114] Module 2 RPS 2024 (M24)
Student: Chizorom E. (cae6)

Submissions:

Submission Selection

1 Submission [submitted] 12/2/2024 3:32:46 AM

Instructions

COLLAPSE

1. Implement the Milestone 2 features from the project's proposal document: https://docs.google.com/document/d/11SRMo7JkLAMM-PuuiGwI_Z-QXP3pyQ7xN3lRxwmcwCc/view
2. Make sure you add your ucid/date as code comments where code changes are done
3. All code changes should reach the Milestone2 branch
4. Create a pull request from Milestone2 to main and keep it open until you get the output PDF from this assignment.
5. Gather the evidence of feature completion based on the below tasks.
6. Once finished, get the output PDF and copy/move it to your repository folder on your local machine.
7. Run the necessary git add, commit, and push steps to move it to GitHub
8. Complete the pull request that was opened earlier
9. Upload the same output PDF to Canvas

Branch name: Milestone2

Group

100%

Group: Payloads
Tasks: 2
Points: 1

COLLAPSE

Task

100%

Group: Payloads
Task #1: Base Payload Class
Weight: ~50%
Points: ~0.50

COLLAPSE

Details:
All code screenshots must have ucid/date visible.

Columns: 1

Sub-Task

100%

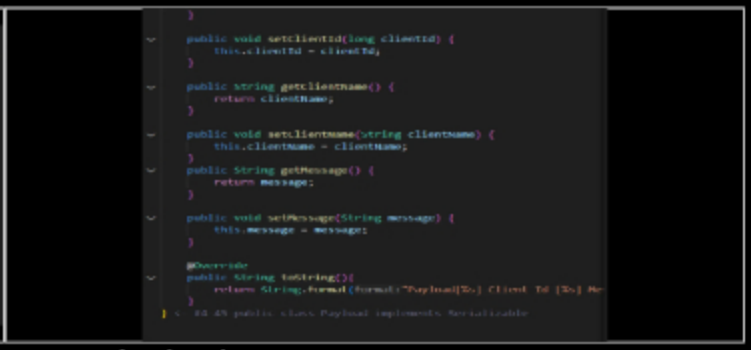
Group: Payloads
Task #1: Base Payload Class
Sub Task #1: Show screenshot of the code for this file

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Base payload code



Base Payload code

Caption(s) (required) ✓
Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

The base payload sends and receives information about the client through the payload. There is a payload type component that indicates the type of payload, the clientID is the identifier of the client, and the client Name stores the name, the message stores the message and command.

Sub-Task

100%

Group: Payloads
Task #1: Base Payload Class
Sub Task #2: Show screenshot examples of the terminal output for this object

Task Screenshots

Gallery Style: 2 Columns

4 2 1

terminal output for base payload

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

End of Task 1

Task

100%

Group: Payloads
Task #2: PointsPayload (or equivalent)
Weight: ~50%
Points: ~0.50

COLLAPSE

Details:
All code screenshots must have ucid/date visible.

Columns: 1

Sub-Task

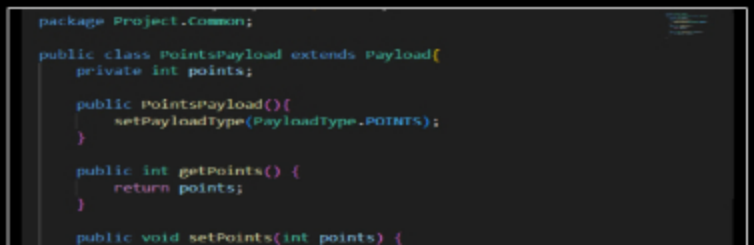
100%

Group: Payloads
Task #2: PointsPayload (or equivalent)
Sub Task #1: Show screenshot of the code for this file

Task Screenshots

Gallery Style: 2 Columns

4 2 1



```java
package Project.Common;

public class PointsPayload extends Payload{
    private int points;

    public PointsPayload(){
        setPayloadType(PayloadType.POINTS);
    }

    public int getPoints() {
        return points;
    }

    public void setPoints(int points) {
```

```
    this.points = points;
}
} <- #3 18 public class PointsPayload extends Payload
```

Points payload code

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

The pointsPayload stores all the information sets the payload type to points and and stores the information about the points.

Sub-Task

100%

Group: Payloads

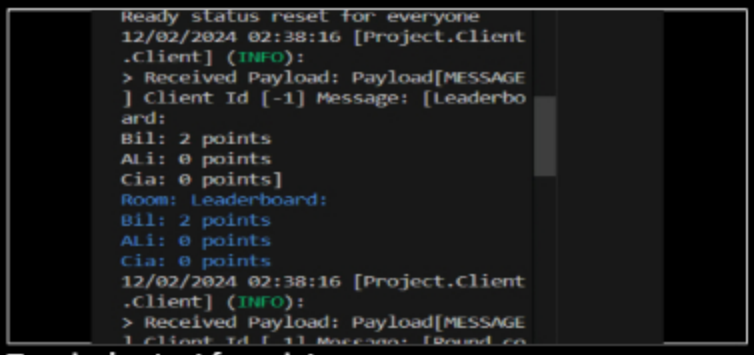
Task #2: PointsPayload (or equivalent)

Sub Task #2: Show screenshot examples of the terminal output for this object

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Terminal output for points

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

End of Task 2

End of Group: Payloads

Task Status: 2/2

Group

100%

Group: Session Start

Tasks: 1

Points: .5

COLLAPSE

Task

100%

Group: Session Start
Task #1: Trigger Round Start
Weight: ~100%
Points: ~0.50

COLLAPSE

Details:
All code screenshots must have ucid/date visible.

Sub-Task

100%

Group: Session Start
Task #1: Trigger Round Start
Sub Task #1: Show the related code

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Trigger on round start code

Caption(s) (required) ✓
Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

The onRoundStart is triggered when the session starts. The onRoundStart begins with resetting the ready status for all the players for the new round. Then all the player's choices are reset, then the phase is changed to ready again for the players. Then resets the round timer and starts the round timer. Then if all the players are ready the phase gets turned to TURN, this is the "choosing" phase where they can make their choices and then a message is semt to all the clients.

End of Task 1

End of Group: Session Start
Task Status: 1/1

Group

100%

Group: Round Start
Tasks: 3
Points: 1.25

COLLAPSE

Task

100%

Group: Round Start
Task #1: Reset Choices
Weight: ~33%
Points: ~0.42

COLLAPSE

Details:
All code screenshots must have ucid/date visible.

Sub-Task

100%

Group: Round Start
Task #1: Reset Choices
Sub Task #1: Show the code that resets the remaining Player's choices to null

Task Screenshots

Gallery Style: 2 Columns

4 2 1

```
private void resetPlayerChoices() {
    playersInRoom.values().forEach(player -> {
        if (!player.isEliminated()) {
            player.setChoice(choice:null);
            player.setTakeTurn(tookTurn:false);
        }
    }); <- #310-315 playersInRoom.values().forEach
} <- #309-316 private void resetPlayerChoices()
```

code that changes remaining player choices to null

Caption(s) (required) ✓
Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

This reset player choice sets the player's choices to null and whether or nut they took a turn false, which is for players who have not been eliminated.

End of Task 1

Task

100%

Group: Round Start
Task #2: Choosing Phase (or similar)
Weight: ~33%
Points: ~0.42

COLLAPSE

Details:
All code screenshots must have ucid/date visible.

Columns: 1

Sub-Task

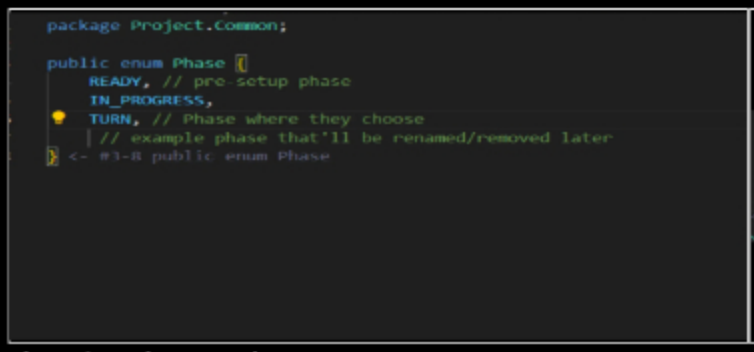
100%

Group: Round Start
Task #2: Choosing Phase (or similar)
Sub Task #1: Show the code that changes to Phase to the choosing phase

Task Screenshots

Gallery Style: 2 Columns

4 2 1



choosing phase code

choosing phase code

Caption(s) (required) ✓
Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

This changes the phase to TURN where the players make their choice Rock, paper scissors, or skip where they can skip their chance. Once the phase changes to Turn players can make their choice by entering /R, /P, /S, or /skip.

Sub-Task

Group: Round Start
Task #2: Choosing Phase (or similar)

100%

Sub Task #2: Show terminal output of this change

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Choosing phase

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

End of Task 2

Task

100%

Group: Round Start
Task #3: Round Timer
Weight: ~33%
Points: ~0.42

COLLAPSE

Details:

All code screenshots must have ucid/date visible.
Any terminal output should have at least 3 clients involved.

Columns: 1

Sub-Task

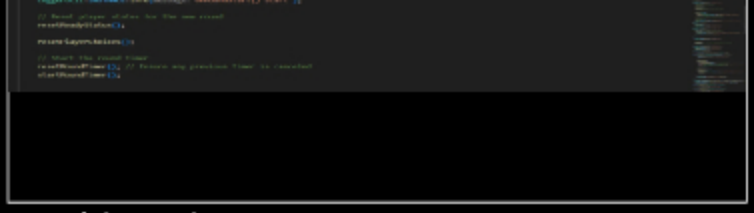
100%

Group: Round Start
Task #3: Round Timer
Sub Task #1: Show the code that triggers the round timer (including the expiry callback)

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Round timer Trigger

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

In onRoundStart, resetRoundTimer and startRoundTimer are called. Reset round timer checks for timers that aren't null and then cancels them and sets them to null. The startRoundTimer creates a new timed event for 50 seconds and once the timer expires the round ends. It also shows how much time is remaining every 10 seconds and when there are 3 seconds left.

Sub-Task

100%

Group: Round Start

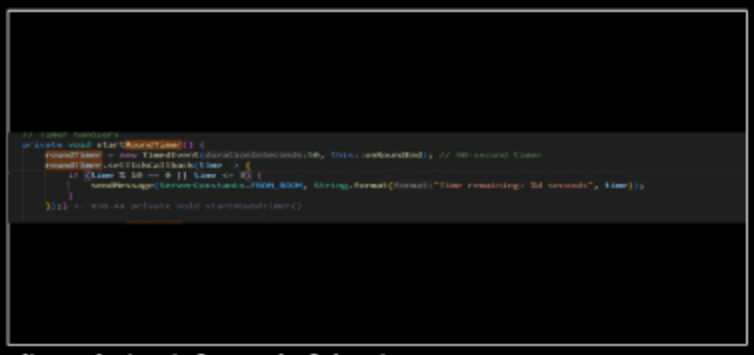
Task #3: Round Timer

Sub Task #2: Show how the clients are informed of the time (i.e., synced or stopwatch-like)

Task Screenshots

Gallery Style: 2 Columns

4 2 1



clients being informed of the time

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

startRoundTimer creates a new timed event for 50 seconds and once the timer expires the round ends. It also shows how much time is remaining every 10 seconds and when there are 3 seconds left. It shows the time remaining, the seconds and then it displays the time.

Sub-Task

Group: Round Start

100%
Task #3: Round Timer
Sub Task #3: Show an example from the terminal

Task Screenshots

Gallery Style: 2 Columns

4 2 1

terminal example

Caption(s) (required) ✓
Caption Hint: *Describe/highlight what's being shown*

End of Task 3

End of Group: Round Start
Task Status: 3/3

Group

100%

Group: During Round
Tasks: 1
Points: 2.5

COLLAPSE

Task

100%

Group: During Round
Task #1: Choice Command
Weight: ~100%
Points: ~2.50

COLLAPSE

Details:
All code screenshots must have ucid/date visible.
Any terminal output should have at least 3 clients involved.

Columns: 1

Sub-Task
Group: During Round

100%

Task #1: Choice Command

Sub Task #1: Show the code that processes the /choice text

Task Screenshots

Gallery Style: 2 Columns

4 2 1

choice being processed

choice being processed

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

First the client side checks to see how the client typed in their command and only accepts the types listed which are R,P,S and skip following the command value /. So if the client enters any of those values the "wascommand" will be set to true otherwise the command will be read as null. The process Turn will process the choice the client made and store it.

Sub-Task

100%

Group: During Round

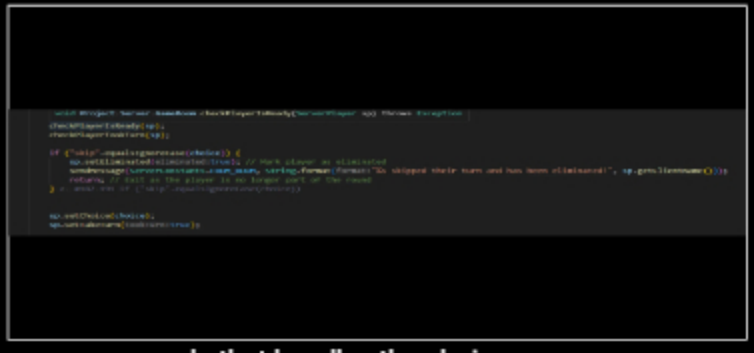
Task #1: Choice Command

Sub Task #2: Show the GameRoom code that handles the choice (stores it on the Player and sends a message) (show any checks to ensure only valid Players are handled)

Task Screenshots

Gallery Style: 2 Columns

4 2 1



gameroom code that handles the choice

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

This checks to see if the player skipped their choice and if they did skip their choice the player is eliminated for that round. Then it stores the player's choice by setting it and then it changes setTakeTurn to true to signal that players made their choice and took their turn and if all players took their turn, then the round ends and the result gets handled the end of the round gets evaluated.

Sub-Task

100%

Group: During Round
Task #1: Choice Command
Sub Task #3: Show 3 examples of terminal output showing Players picking their choice (opponents shouldn't see what was chosen)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

terminal output from players picking their choice

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

End of Task 1

End of Group: During Round
Task Status: 1/1

Group

100%

Group: Round End
Tasks: 4
Points: 2.5

COLLAPSE

Task

100%

Group: Round End
Task #1: Round End Conditions
Weight: ~25%

Points: ~0.63

COLLAPSE

Details:
All code screenshots must have ucid/date visible.
Any terminal output should have at least 3 clients involved.

Columns: 1

Sub-Task
100%
Group: Round End
Task #1: Round End Conditions
Sub Task #1: Show the code related to the round ending from round timer expiring

Task Screenshots

Gallery Style: 2 Columns

4 2 1

round ending from timer expiring

Caption(s) (required) ✓
Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works
Response:

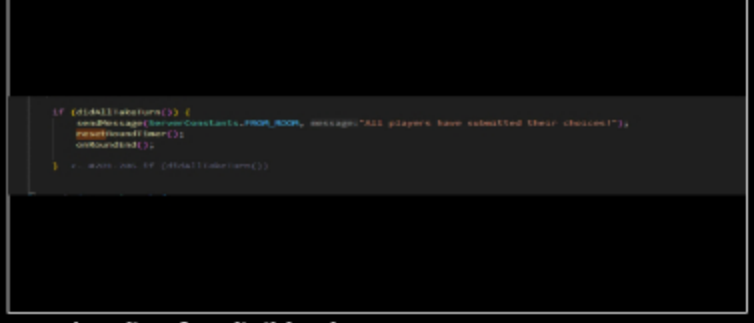
The start round timer sets a timer for 50 seconds for the client. Once the timer is up onRoundEnd is called and then the game is handled once the timer has expired.

Sub-Task
100%
Group: Round End
Task #1: Round End Conditions
Sub Task #2: Show the code related to the round ending from all eligible Players marking their choices

Task Screenshots

Gallery Style: 2 Columns

4 2 1



round ending for eligible players

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

In handle turn, once it's been checked that all players made their choice and took their turn, the round timer ends and the round ends as well once all eligible players have taken their turns.

End of Task 1

Task

100%

Group: Round End
Task #2: Battles
Weight: ~25%
Points: ~0.63

COLLAPSE

Details:

All code screenshots must have ucid/date visible.
Any terminal output should have at least 3 clients involved.

Columns: 1

Sub-Task

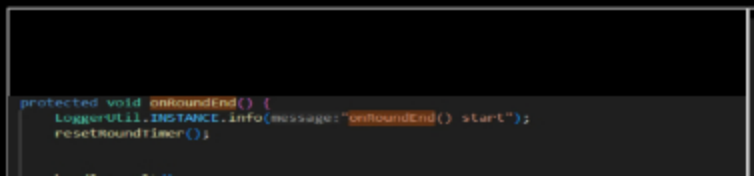
100%

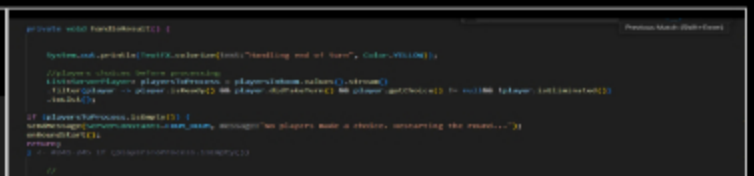
Group: Round End
Task #2: Battles
Sub Task #1: Show the code related to doing all the battles in round-robin

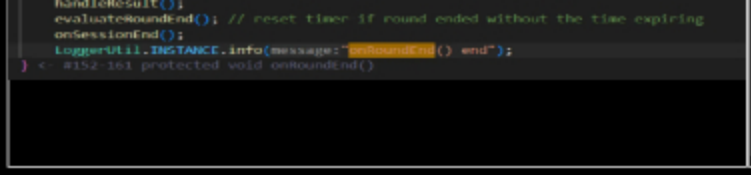
Task Screenshots

Gallery Style: 2 Columns

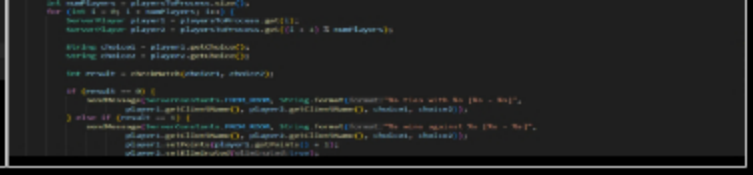
4 2 1





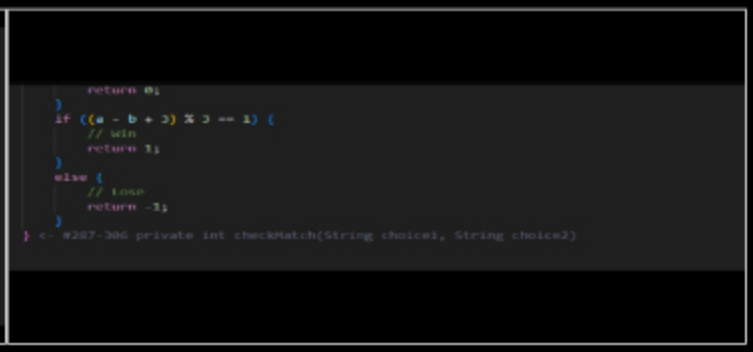


Round end calling handle result



battles in round robin

round robin



round robin

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

Once the round ends, the result is handled in the handle result. So first the handle result filters out players who made their choice, who weren't eliminated, and players set as ready players and then listed them. If no players in the room make a choice , then the round will restart. First the varibale numPlayers is declared and it storeds the number of players in the game. Then begins an indexed loop that loops through the list of players in playerstoProcess using their indices. Player q will be the current player and Player 2 is the next player in line, (i+1)% numPlayers is what makes the list go full circle. This makes sure that the last player faces off with the the first player. Then we get the player choices for one and two and then we check the match. The check match method creates a list where R's index is 0, P is 1, and S is 2. So A is equal to the index of choice 1 and b is equal to the index of choice 2. So if a==b it will return a tie, if (a-b +3) % 3 to account for the range of players and if it is all equal to 1 player one wins and it returns one, if it's equalt to 2 or anything else, player 2 wins and if it's 0 its a tie. Here if player one doesn't win it returns negative 1. Any player who wins gets a point and the other player or players get eliminated and their name and who they beat gets displayed.

Sub-Task

100%

Group: Round End

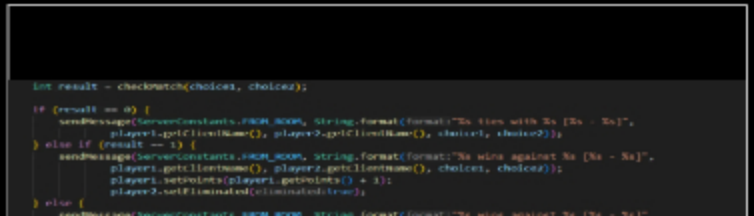
Task #2: Battles

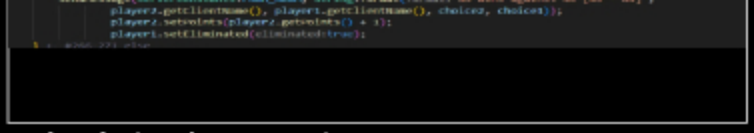
Sub Task #2: Show the code related to relaying the appropriate outcome messages

Task Screenshots

Gallery Style: 2 Columns

4 2 1





code relaying the appropriate outcome

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

Here if player one wins it will get the clients name, and the choice they made along with the choice of the other player. It will show that one player beat the other and the winning players choice will appear first.

Sub-Task

100%

Group: Round End

Task #2: Battles

Sub Task #3: Show the code related to winning Players getting points (and syncing to clients)

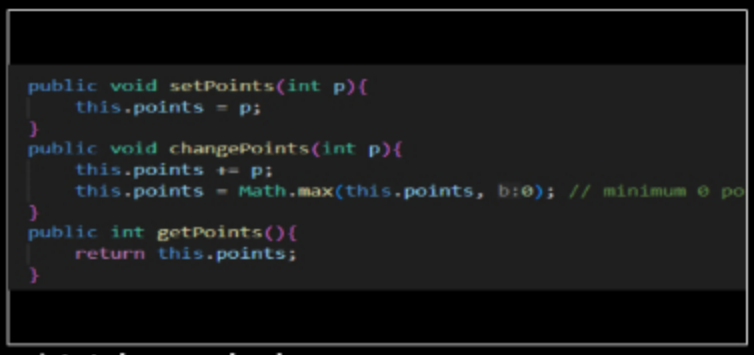
Task Screenshots

Gallery Style: 2 Columns

4 2 1

winning players getting points

points being sent



```
public void setPoints(int p){
    this.points = p;
}
public void changePoints(int p){
    this.points += p;
    this.points = Math.max(this.points, b:0); // minimum 0 po
}
public int getPoints(){
    return this.points;
}
```

points/ player payload

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

The winning player gets a point added if they beat their opponent. The leaderboard will take players in the room points and compare them and then in descending order show the players points. It will also display the clients data relating to and around points.

Sub-Task

100%

Group: Round End
Task #2: Battles
Sub Task #4: Show terminal output of the battle outcomes

Task Screenshots

Gallery Style: 2 Columns

4 2 1

terminal output of battle outcomes

Caption(s) (required) ✓
Caption Hint: *Describe/highlight what's being shown*

End of Task 2

Task

100%

Group: Round End
Task #3: Elimination
Weight: ~25%
Points: ~0.63

COLLAPSE

Details:
All code screenshots must have ucid/date visible.
Any terminal output should have at least 3 clients involved.

Columns: 1

Sub-Task

100%

Group: Round End
Task #3: Elimination
Sub Task #1: Show the code related to Players being eliminated during a battle (subset of the battle code above likely)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

```
private boolean eliminated = false;

public boolean isEliminated() {
    return eliminated;
}

public void setEliminated(boolean eliminated) {
    this.eliminated = eliminated;
}
```

code related to player being eliminated

elimination during a battle

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

When player 1 wins and the result is equal to one, player 2's elimination status gets set to true and they are removed from the game. If player 2 wins and the result is equal to more than one than player one's elimination status gets set to true and then they are removed from the game.

Sub-Task

100%

Group: Round End

Task #3: Elimination

Sub Task #2: Show the code that eliminates Players who didn't pick a choice in time

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Code that eliminates players if they did not pick a choice in time

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

This code filters out players who weren't eliminated and hadn't made their choice and didn't take their turn yet. Then it eliminates those players by setting eliminated to true to make sure they don't continue in the game.

Sub-Task

100%

Group: Round End
Task #3: Elimination
Sub Task #3: During a battle, what determines a Player gets eliminated, is it only if they're attacking, only if they're defending, or either?

Task Response Prompt

Explain

Response:

A player gets eliminated based on who wins and based on the index that is returned. If index one is returned it means player one has won the game, so by default, you would eliminate player 2. If an index above one has been returned then that signifies that player 2 has won the game and player one should be eliminated.

End of Task 3

Task

100%

Group: Round End
Task #4: Next Round or Session End
Weight: ~25%
Points: ~0.63

COLLAPSE

Details:

All code screenshots must have ucid/date visible.
Any terminal output should have at least 3 clients involved.

Conditions:

Columns: 1

Sub-Task

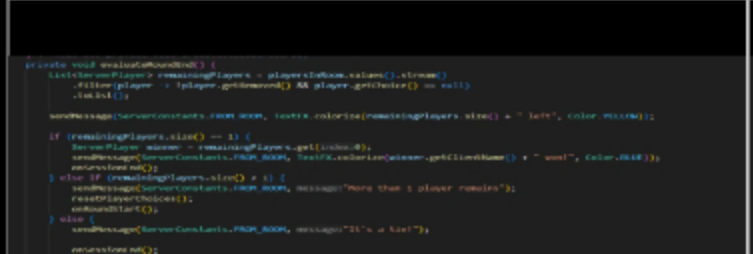
100%

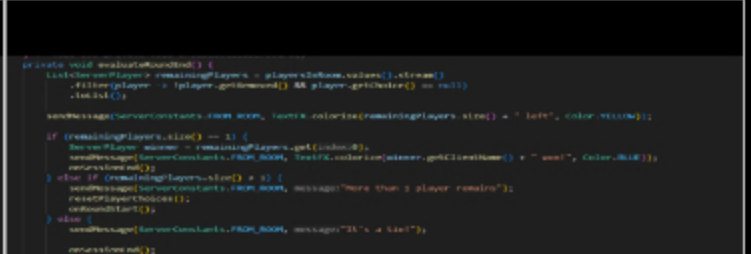
Group: Round End
Task #4: Next Round or Session End
Sub Task #1: Show the code that checks how many eligible Players are left

Task Screenshots

Gallery Style: 2 Columns

4 2 1





code that checks how many players are left

the method being called after handle result in round end

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

If there is one player left then a winner is declared and the session ends. If there is more than one remaining player the player's choices are reset and another round begins. If there is a tie then the session ends.

Sub-Task

100%

Group: Round End

Task #4: Next Round or Session End

Sub Task #2: Show the relevant terminal output

Task Screenshots

Gallery Style: 2 Columns

4 2 1

next round/session end

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

End of Task 4

End of Group: Round End

Task Status: 4/4

Group

100%

Group: Session End

Tasks: 3

Points: 1.25

COLLAPSE

Task

100%

Group: Session End
Task #1: Session End Conditions
Weight: ~33%
Points: ~0.42

COLLAPSE

Details:
All code screenshots must have ucid/date visible.

Columns: 1

Sub-Task

100%

Group: Session End
Task #1: Session End Conditions
Sub Task #1: Show the code that ends a session with a winner (likely similar to a previous task)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

ends a session with a winner, session end called right after

Caption(s) (required) ✓
Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

If only one player remains in the game, then the session ends and the a message is broadcast to clients about the who won.

Sub-Task

100%

Group: Session End
Task #1: Session End Conditions
Sub Task #2: Show the code that ends a session with a tie (likely similar to a previous task)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

ends the session with a tie

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

If there are 0 players left then the session ends and a message stating that its a tie gets sent out to all clients.

End of Task 1

Task

100%

Group: Session End
Task #2: Scoreboard
Weight: ~33%
Points: ~0.42

COLLAPSE

Details:

All code screenshots must have ucid/date visible.
Any terminal output should have at least 3 clients involved.

Columns: 1

Sub-Task

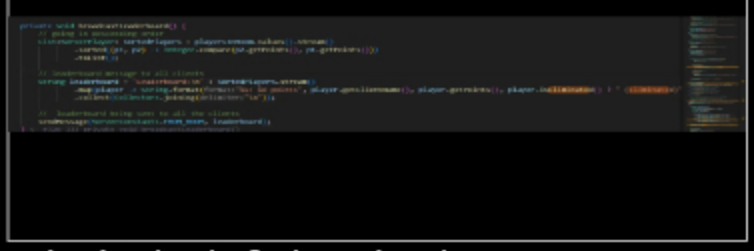
100%

Group: Session End
Task #2: Scoreboard
Sub Task #1: Show the code related to the final scoreboard

Task Screenshots

Gallery Style: 2 Columns

4 2 1



code related to the final scoreboard

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

First it sorts the players and puts them in list by getting all the players in the room. Then from the list it gets the points of player one and player two and compares them and list them, so that the person with the most points will go first. Then it takes the sorted players and outputs their information such as their names, the amount of points they have and whether or not they have been eliminated and the message is printed vertically.

Sub-Task

100%

Group: Session End

Task #2: Scoreboard

Sub Task #2: Show the final scoreboard from the terminal

Task Screenshots

Gallery Style: 2 Columns

4 2 1

final scoreboard

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

End of Task 2

Task

100%

Group: Session End

Task #3: Cleanup

Weight: ~33%

Points: ~0.42

Details:

All code screenshots must have ucid/date visible.
Any terminal output should have at least 3 clients involved.

Columns: 1

Sub-Task

100%

Group: Session End
Task #3: Cleanup
Sub Task #1: Show the code related to resetting the Player data client-side and server-side (do not disconnect them or move them to the lobby)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

resetting player data 1

resetting player data 2

client side

Server Side

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

The reset player sets choices to null, brings back eliminated players, and resets the their choice, and resets their points as well, and whether or not they took their turn, sets the clients name to null , point to zero and gives them the default client_ID. It calls on the reset from the player. To reset whether or not the player is ready, I used the resetReadyStatus method.

Sub-Task

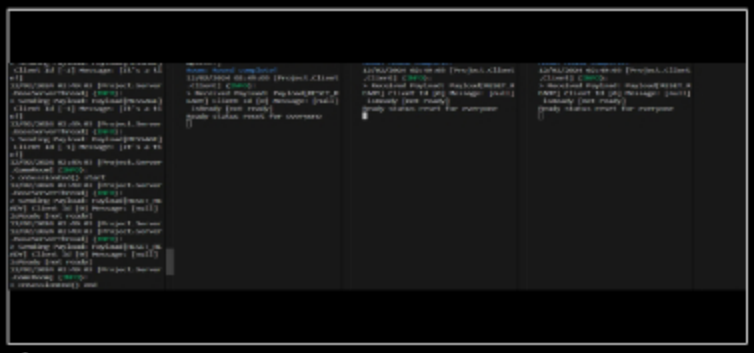
100%

Group: Session End
Task #3: Cleanup
Sub Task #2: Show any terminal evidence

Task Screenshots

Gallery Style: 2 Columns

4 2 1



cleanup

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

100%

Group: Session End
Task #3: Cleanup
Sub Task #3: Show the code related to shifting back to the ready Phase

Task Screenshots

Gallery Style: 2 Columns

4 2 1

```
@Override
protected void onSessionEnd() {
    LoggerUtil.INSTANCE.info(message:"onSessionEnd() start");
    resetReadyStatus();
    changePhase(Phase.READY);
    LoggerUtil.INSTANCE.info(message:"onSessionEnd() end");
} <- #164-169 protected void onSessionEnd()
```

code shifting back to ready phase

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

In the OnSessionEnd change phase is set to the ready phase. It also resets the player's ready status with the resetReadyStaus. Where the resetReadyStatus checkers for the amount players of the room and then for each player sets whether or not they are ready, and then it resets the resetreadytrigger.

End of Task 3

End of Group: Session End
Task Status: 3/3

Group

100%

Group: Misc
Tasks: 3
Points: 1

COLLAPSE

Task

100%

Group: Misc
Task #1: Add the pull request link for the branch
Weight: ~33%
Points: ~0.33

COLLAPSE

Details:
Note: the link should end with /pull/#

Task URLs

URL #1
https://github.com/Cae6/cae6-IT114-003/pull/9/

URL
https://github.com/Cae6/cae6-IT114-003/pull/9/

End of Task 1

Task

100%

Group: Misc
Task #2: Talk about any issues or learnings during this assignment
Weight: ~33%
Points: ~0.33

COLLAPSE

Task Response Prompt

Response:

I had a few issues doing this milestone, especially when it came to making sure the flow between the client, server thread, and game room was correct and made sense. I kept forgetting small things and it made me think that I had a larger issue. So I ended up redoing parts multiple times because of this. But as I went along and learned more as I did it, I started to look for the smaller mistakes first. I had an issue where my choices weren't being processed and it was due

I started to look for the smaller mistakes first. I had an issue where my choices weren't being processed and it was due to a small issue as well that went unnoticed. I also think I should have been more vocal about my issues because I spent a lot of time on small things for a very long time. I also intend to work on managing my time better with these assignments and making my logic a better as I go along.

End of Task 2

Task

100%

Group: Misc
Task #3: WakaTime Screenshot
Weight: ~33%
Points: ~0.33

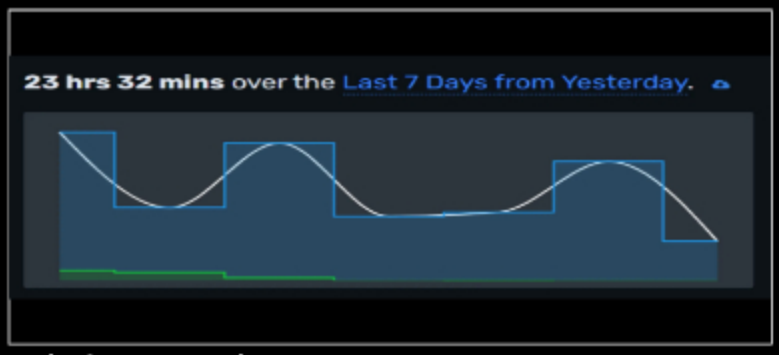
COLLAPSE

Details:
Grab a snippet showing the approximate time involved that clearly shows your repository. The duration isn't considered for grading, but there should be some time involved

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Wakatime screenshot

End of Task 3

End of Group: Misc
Task Status: 3/3

End of Assignment