

Team: The Bomb Squad

This project was done by Professor Gourds CSC 102 course. This project aimed to use a Raspberry PI and create a fake bomb-like game. It consists of 3 main files: the bomb configuration file, the main bomb file, and the bomb phases file. Most of our unique changes took place in the config and phase files. In the phase file, we completed the missing code, allowing the bomb to work correctly, and then added to the conclusion function so that a success or failure picture appears when the bomb is defused or explodes. We then changed the keypad target in the config files so that the user now has to answer a riddle to defuse the bomb. Other than that there is a lot we wished to do but were unable to because of limited time, so everything else on the bomb works the same as the base code. Overall it was a challenging project, but it taught us a lot about programming, and working in groups while programming.