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CST-227-O500

Activity 5: Stopwatch and Timer Control Guide

Oct 2, 2020

This activity involves creating a WinForms application that makes full use of the Stopwatch class in calculating game logic.

All of the extra challenges were completed on top of the standard activity. I decided that the game should end after 3 miss-hits. If the player clicks on the form, but not the action button, then that counts as a “miss”. I determined that the game is “won” when the player lands 5 successful hits against on the moving button. At that point, the “Start”, “Restart”, and “Stop” buttons are disabled and the game must be restarted using the “Play Again” button. A false button also exists, which is clearly labeled as such. If it is clicked, it counts against the player towards the 3 false clicks that are required to lose the match.

I completed the rest of the challenges except for the last two, which require adding the functionality of “levels” of difficulty to the game or resizing the button as the game progression moves forward. I wasn’t able to sink that time in to complete those last couple requirements.

**Screenshots**

Graphical user interface, text, application

Description automatically generated

*“Whack-a-mole” game in losing state, after hitting 3 illegal clicks.*

*Graphical user interface, text, application, email

Description automatically generated*

*“Whack-a-mole” game in winning state, after hitting 5 legal clicks.*