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CST-227-O500

Activity 5: Stopwatch and Timer Control Guide

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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.

**Screenshots**

Graphical user interface, application

Description automatically generated

*The blank Super Hero Maker form.*

*Graphical user interface, application

Description automatically generated*

*The Super Hero Form with sample values.*

*Graphical user interface, application

Description automatically generated*

*Partially-filled form with the added Physical Attribute auto-adjustment challenge code, which caps attributes at 100 maximum.*

*Graphical user interface, text

Description automatically generated*

*The second form, which displays a data list of super heroes and their metadata in a TextBox.*

*Text

Description automatically generated*

*(Continuted) The rest of the second form data, scrolled down.*