University of colorado-boulder

CSCI 2270 – Data Structures

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final project

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# Overview

## Project Background and Description

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|  | For CSCI 2270 (Data Structures) we were given an end of semester project in which we would be provided with an opportunity to demonstrate some of the skills we learned in our own way. These skills include such concepts as linked lists, trees, graphs, stacks and queues.  Although students could work on this project solo, we were strongly encouraged to form groups of two students as a way of simulating real-world working conditions. The team members for this specific project consist of Phil Amell and Ryan Hoffman.  After several brainstorming sessions, and some trial and error, we discovered that a pleasant way to showcase our knowledge of certain data structures while still feeding our creative nature would be to create a mad libs style game. The basic concept for this game is to ask the user for several inputs that have no cohesive structure and remain vague in their possible usage. These inputs are stored in our data structure which are the used to fill in the blanks in a pre-built story. The result is an often hilarious and unique anecdote that leaves the user wanting to play again. |

## Project Scope

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|  | Data Structure Used:  This project makes use of the linked list implementation of queues.  Methodology:   * Uses a simple design with no graphics or pictures of any kind. * Runs directly from the computer’s console.   Results:  The result of the program is a short story composed of pre-written and user generated inputs. |

## Implementation Plan

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|  | The first matter to be tackled is coming up with an idea for the project that meets the required specifications. This should include one or two brainstorming sessions. When a good concept has been agreed upon the next step is to begin drafting a proposal and scheduling a meeting with the TA to discuss the idea. Each stage of the project requirements as outlined above should be handled in a similar manner to avoid falling behind schedule or running in to road blocks. This includes enough time to plan, design, develop, and test. |

## High-Level Timeline/Schedule

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