Project Report

**Team information**

Team number 11, composed of Daniel Esparza, Tyler Fenske, and Justin DeSalvo, created the game “Wifi Hero”.

**Statement of the problem, significance**

The objective was to create a game involving a varying amount of satellites displayed on a map. The player would accumulate points by moving the satellites furthest away from each other and the game ends when all moves have been used. This project is significant because it gave us the experience of building our own game from beginning to end. It also teaches teamwork and allowed for creativity on the student’s side.

**Restrictions and limitations**

We were mostly limited by our own skills, this caused for a lot of referencing to the book and fltk documents online. One other limitation was the amount of reference documents for fltk and lack of community to call on for assistance. For one problem, the latest solved question online was from 2004 and had little to offer to our problem. Finally, the bug with the widgets caused for us to include button covers to show where the original widget was placed, and when the bug was fixed it caused a variety of problems and caused us to revert to the original bugged version.

**Explanation of your approach**

Upon reading the instructions we realized that it would be best to implement a modular like design to our code. This would allow for easy transition from any screen to a previous one.