Team N/A

1. Description of the project

Project creates a game environment that allows a human player or user to interact. Certain values will be missing for the user to guess the correct answer. For the answer to be correct the bottom two conjoining numbers need to equal the top number. If number is not valid a message will inform the user why that answer is incorrect. This project be written in MIPS. Also a short video showing how the project performers presented.

2. Team members and roles

Andrew Wright - Manual, Project Report, general programming

Joe Howard - GitHub Coordination, general programming

Nathan Snead - Music and sound integration, general programming

Jairaj Desai - Short video clip demonstrating program, general programming

3. Program structure

Board Generation - Generate an array of random numbers within x range for the bottom row of the number game, displaying only a random number of them to the user, loop that function and build the remainder of the grid, checking for number integrity along the way

Gameplay - Constant wait for input from the arrow keys, number keys, and enter, on input received shift the cursor appropriately to the next “block”, type numbers to enter them in the block, navigate to the “check solution” button and press enter to check solution

Solution Checking - Check the solutions by comparing them to the array[i] value of the row and seeing if they’re equal. If correct a win message will display, otherwise a lose message will appear.

4. Milestones

1. By March 12 have a functioning HLL version of the program
2. By April 7 have a functioning basic (non-extra credit) version of the program
3. By April 24 have a functioning advanced version of the program including new GUI, music, and indicator sounds

5. How to work as a team

We’ll be using GitHub to collaborate on code as well as for source control, and implementation of new features

We’ll be using GroupMe for communication with each other as well as in-person meetings to discuss progress of the project and to work on the project itself