Statement Of Work

Work was split among team members as follows:

Damla – I worked on the RoomInfo class and the MakeRooms function to read in the classroom information from a txt file and store the information in an array to allow for easier checking of user input. Also worked on making a highest score function that saves and updates the user’s highest score so far, and which displays the user’s score at the end of the game. I also worked on the timed mode feature of the game. For the filming of the video, I helped type the input.

Daralyn – As designated team leader, I worked on both splitting up large portions of code in main files that others had written and putting them in their own .cpp and .h files, then making sure they were able to run in main together. I did much of the game testing, as I was the only one in the team who could compile and run it all on my computer. Additionally I created and managed the make file. I gave feedback on what logical errors were encountered. I helped work on debugging the RoomInfo class and MakeRooms function with Damla. I added the Input\_Handling from PA4 and used it in the CheckInput.cpp file. I wrote Regular Mode, Limited Mode and helped debug Timed Mode. I also researched and explored playing the sounds for “winning” and “losing” the game, implementing them using the PlaySound function in C++. (I also created those sounds on a keyboard!) I also acted in and put together the video for this project.

Leyandra – For this project I did the error checking between the correct answer and the guessed answer found in CheckInput.cpp where the colored display of correct and incorrect letters and numbers are shown. I also worked on the error checking of validity of their guesses, whether it is a building or a number, or space. I kept up with notes for project meetings and worked on a LimitedMode version that was not used due to a miscommunication. I also featured in the video and did the voice over in it as well.

Melissa – Throughout the creation of our program, I worked on the error checking of the user's input -- especially in regard to checking if the building that the user entered was a valid building. I collaborated frequently with Leyandra to ensure that we were on the same page regarding how we wanted the formatting of the guess to be ideally. I also worked on implementing the error checking into the main function for an earlier iteration of our program. I also wrote part of the script for and filmed each of the scenes for the video demonstration of our project.