

Software Development report CSC 221
Programming 2: fall 2023
Nicholas Bohm Inheritance lab
Reversi

-Problem Summary

- expand your tic-tac-toe game to include at least two more(one for each person in the group) two-person games that use a square board.

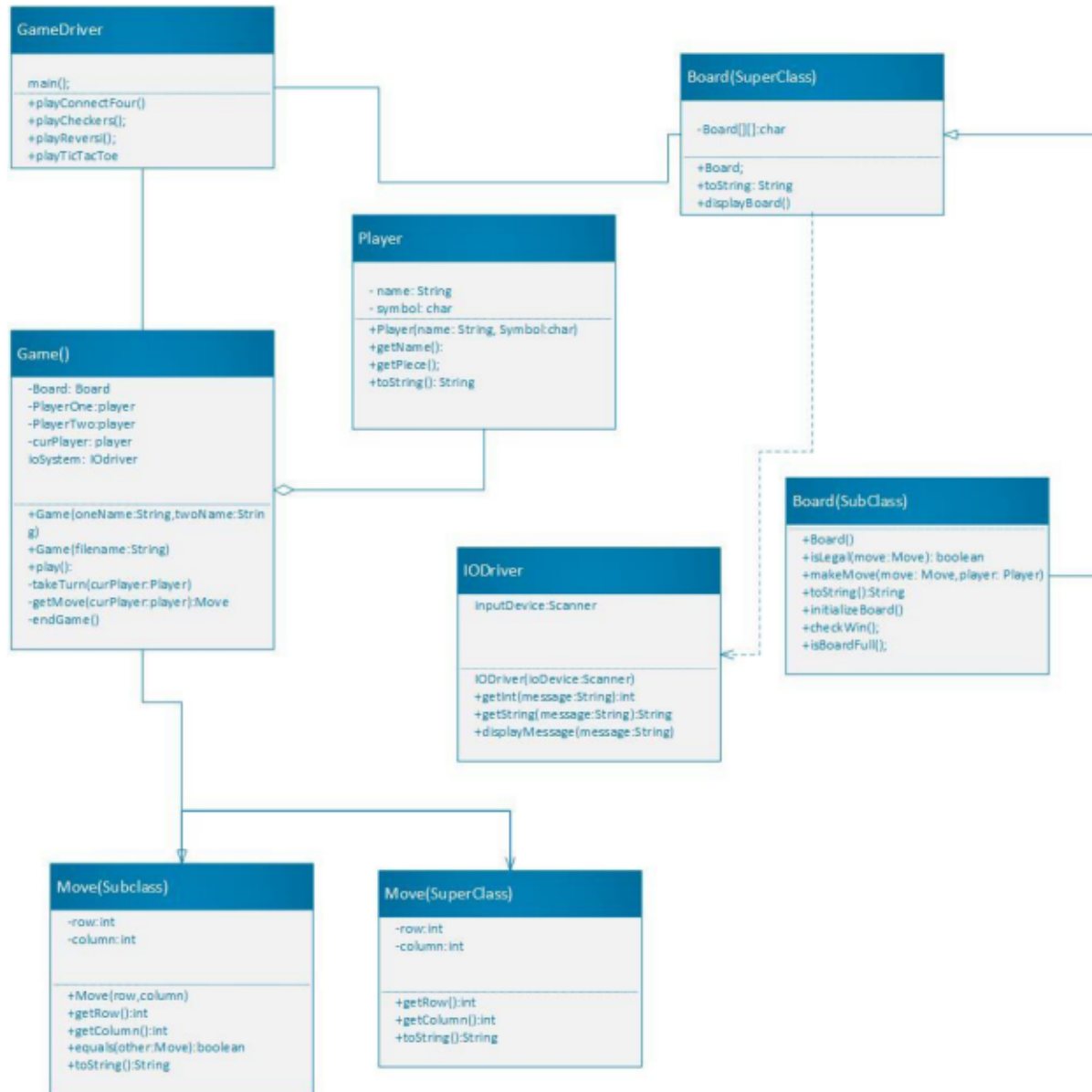
Implementation required

Main method created with game driver

Works with three people

Use SuperClasses and SubClasses.

System Design



Execution instructions

Enter the number corresponding to what game you wish to play. Follow the prompts provided.

Testing description	input	Expected output	Actual output	Pass?
Testing to see if board is initialized	Run program	A reversi starting board appears	A reversi starting board appeared	Pass
Testing make a move	Enter in the coordinates for the move above the W in the square shown	A B should appear where the coordinates where typed	error	fail.
Testing playGame	Start and run the game	A game of reversi	Error when trying to make a move	fail
Testing custom board size	Run program and enter in 2 to select reversi with custom board size	A reversi board of 16 by 16	A reversi board of 16 by 16	pass.

My code did not work past displaying the board which is why there are so few tests.

Time spent

- Around 15 hours on the program and SDR.

Outside recourses used

- I made the reversi aspects of the code.
- Micah made the connect 4 aspects of the code
- Nathan made the Checkers aspects of the code.
- We all worked together on the SuperClasses and GameDriver.

Security report

- Data may be saved from a file that the user did not want to be saved

Ethical report

- I see no ethical issues with board games

Future improvements

- Get the code to fully work and display a GUI

Lessons learned

- One thing i learned by looking at the solution to the previous lab is that I tend to overcomplicate my code.
- I enjoyed working in a group but it did feel odd having to rely on somebody else to finish their program so that the program as a whole would work.
Personally, I think that inheritance made this project more complicated. This was because throughout the code I only really used the SuperClasses we created a few times. Most things I had to create were new.

Improvements of work

- I don't think I improved anything because this code didn't work fully.