# Submission Worksheet

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https://learn.ethereallab.app/assignment/IT114-002-S2024/it114-number-guesser-4/grade/pd438

IT114-002-S2024 - [IT114] Number Guesser 4

Submissions:

Submission Selection

1 Submission [active] 2/12/2024 10:46:58 PM

Instructions

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1 .Create the below branch name
2 .Implement the NumberGuess4 example from the lesson/slides
    1 .https://gist.github.com/MattToegel/aced06400c812f13ad030db9518b399f
3 .Add/commit the files as-is from the lesson material (this is the base template). You may want to push this commit so you can open the pull request and keep it open.
4 .Pick two (2) of the following options to implement
    1 .Display higher or lower as a hint after a wrong guess (only after a wrong guess that doesn't roll back the level)
    2 .Implement anti-data tampering of the save file data (reject user direct edits)
    3 .Add a difficulty selector that adjusts the max strikes per level (i.e., "easy" 10 strikes, "medium" 5 strikes, "hard" 3 strikes)
    4 .Display a cold, warm, hot indicator based on how close to the correct value the guess is (example, 10 numbers away is cold, 5 numbers away is warm, 2 numbers away is hot; adjust these per your preference) Only display this when the wrong guess doesn't roll back the level
    5 .Add a hint command that can be used once per level and only after 2 strikes have been used that reduces the range around the correct number (i.e., number is 5 and range is initially 1-15, new range could be 3-8 as a hint)
    6 .Implement separate save files based on a "What's your name?" prompt at the start of the game (each person gets their own save file based on user's name)
5 .Fill in the below deliverables
6 .Save changes and export PDF
7 .Git add/commit/push your changes to the HW branch
8 .Create a pull request to main
9 .Complete the pull request (don't forget to locally checkout main and pull changes to prep for future work)
10Upload the same PDF to Canvas

**Branch name:** M3-NumberGuesser-4

Tasks: 7 Points: 10.00

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## Implementation 1 (4 pts.)

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### Task #1 - Points: 1

**Text: Chosen Option and Details**

Checklist

*The checkboxes are for your own tracking

| # | Points | Details |
|---|---|---|
| #1 | 1 | Mention which option you picked |
| #2 | 1 | Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets |

Response:

I have chosen options one and four. My thought processes on how to do it was because of how simplicity it is to complete.

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### Task #2 - Points: 1

**Text: 2+ Screenshots of code and demo**

Checklist

*The checkboxes are for your own tracking

| # | Points | Details |
|---|---|---|
| #1 | 1 | Show implementation working by running the program |
| #2 | 1 | Clearly caption the screenshot of what you're showing |
| #3 | 1 | The code screenshot(s) clearly show the code specific to the feature |
| #4 | 1 | A comment with the UCID/date is visible near the code change(s) |

Task Screenshots:

Large Gallery

Checklist Items (4)

#1 Show implementation working by running the program

#2 Clearly caption the screenshot of what you're showing

#3 The code screenshot(s) clearly show the code specific to the feature

#4 A comment with the UCID/date is visible near the code change(s)

Code to display the information.

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## Implementation 2 (4 pts.)

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### Task #1 - Points: 1

**Text: Chosen Option and Details**

Checklist

*The checkboxes are for your own tracking

| # | Points | Details |
|---|---|---|
| #1 | 1 | Mention which option you picked |
| #2 | 1 | Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets |

Response:

options i picked was options 4 and 1. the logic i had for the code was to implement it to give it hints and be able for the user to have the opprotunity to guess easier. so it works as in a else if statement to display the options for the user and give it to complete.

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### Task #2 - Points: 1

**Text: 2+ Screenshots of code and demo**

Checklist

*The checkboxes are for your own tracking

| # | Points | Details |
|---|---|---|
| #1 | 1 | Show implementation working by running the program |
| #2 | 1 | Clearly caption the screenshot of what you're showing |
| #3 | 1 | The code screenshot(s) clearly show the code specific to the feature |
| #4 | 1 | A comment with the UCID/date is visible near the code change(s) |

Task Screenshots:

Large Gallery

Checklist Items (4)

#1 Show implementation working by running the program

#2 Clearly caption the screenshot of what you're showing

#3 The code screenshot(s) clearly show the code specific to the feature

#4 A comment with the UCID/date is visible near the code change(s)

implementation of how it actually works.

Misc (2 pts.)

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Task #1 - Points: 1

**Text: Reflection**

Checklist

*The checkboxes are for your own tracking

| # | Points | Details |
|---|---|---|
| #1 | 1 | Example prompts: Learn anything new? Face any challenges? How did you overcome and issues? |
| #2 | 1 | At least a few logical sentences related to the assignment. |

Response:

I learned alot of things new. at first I was confused on how to create the code to ensure the message would work. BUt once i got ht emessage to work, then it was smooth sailing. All of this was new and it made a ton of more sense than when i took the class in CS113.

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Task #2 - Points: 1

**Text: Pull Request URL**

Details:
URL should end with /pull/# where the # is the actual pull request number.

URL #1
https://github.com/PD438/PD438_IT114_002/pull/4

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## Task #3 - Points: 1

**Text: Waka Time (or related) Screenshot**

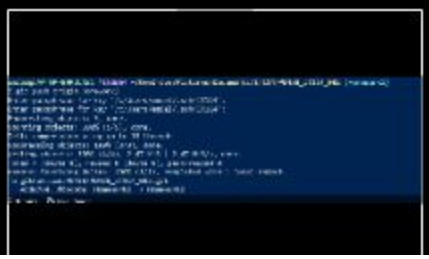
Checklist

*The checkboxes are for your own tracking

| # | Points | Details |
|---|---|---|
| #1 | 1 | Screenshot clearly shows what files/project were being worked on (the duration of time doesn't correlated with the grade for this item) |

Task Screenshots:

Large Gallery



Checklist Items (1)

#1 Screenshot clearly shows what files/project were being worked on (the duration of time doesn't correlated