Introduction:

In the process of writing and starting the game itself, together with teammates we found four main problems related to the visualization of the game.

Main problems:

1.The visualization;

2.The structuring of the menus;

3. Resetting the counters;

4.Checking the numbers and coordinates;

Problem 1:

- Visualization was one of the main problems for us. Until the end, we thought about how to solve it. There were several lines at the beginning, but only one had to be published.

* The coordinates of the game came out several times, and they only had to come out once.
* The developers paid attention to the given condition of the task and understood how the coordinates should be visualized.
* Then they changed the function to be written only once and made an array in which to save the previous rounds of the game.

Problem 2:

* This problem is related to the menus of the game itself. Some of them did not come out in the right place.
* When checking if you can go from the first menu to the second, it did not lead you to it but directly puts you in the second option of the first menu.

- When I started testing and running the game menus, I noticed that they were triggered one after the other without a gap between them.

-Our developers solved this problem by putting breaks in the switch cases.

Problem 3:

-After I got to the testing of the game itself, I saw that the number of rounds is not zero.

-Also, the number of found numbers is not reset but remains from the previous round.

- This problem was solved after returning some of the functions to their original values each time a new game was started, the rounds and the numbers found were counted differently.

Problem 4:

* I found this problem as a result of checking the ready-made functions, which led to incorrect answers when counting the correct numbers, which led to incorrect counting of found numbers. When the program reaches the check, it should display how many of the numbers you knew and how many you actually confused, and instead it displays the wrong values.