

# Rollins Game Review Forum

By:

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Roles:

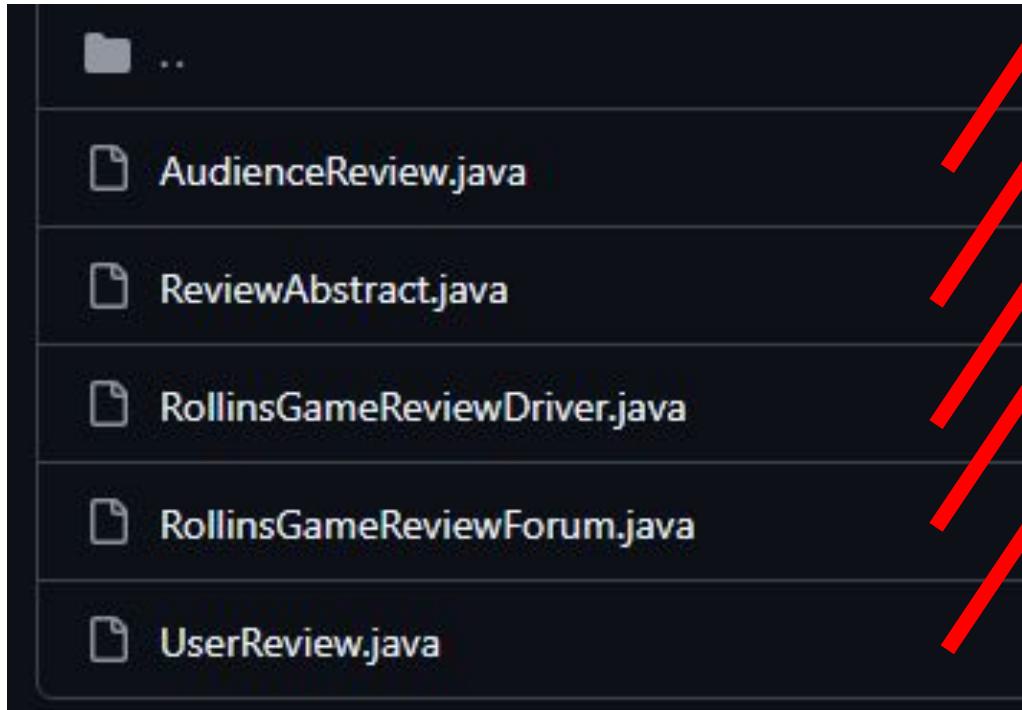
arrayDataMeister  
GUI\_Scholar  
GuyOnBackEndWithDaMethods

# What did we want to make?

Our original idea was conceptualized as a Video Game User Review System, capable of doing three things:

1. System would process existing user review scores for a videogame
2. Categorize them into integer ranges from positive, mixed, & negative, outputting the overall average score for the game.
3. User is prompted to enter a new score (as int value) & then the system recalculates the metrics to account for the new review score.

# What do we have so far?



Since the first Progress Update:

- Base Attributes, Getters, `toString` methods.
- Abstract has elements used through `reviewDriver`
- Driver class successfully implements new User review.
- `ReviewForum` makes & updates review list.
- Handles information for User's review info (i.e. user ID, score, comment, etc.)

# Demo Time

Pretend that's not python

```
→ python_intro python my_first_script.py
Hello World!
→ python_intro
```

← →

my\_first\_script.py ×

my\_first\_script.py

```
1   print('Hello World!')
```



# What's Left?

- GUI // We've yet to start implementing GUI to program at large
  - GameReviewForum will require significant change when implementing Graphics User Interface especially.
- UserReview.java // methods submitReview() & displayReview are not defined
- Placebo/totallyLegitReviewListWeDidntManufactureOurselvesTrustFrFr
  - Visualizes what program would look like with enough use.