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We started out by making a rough plan of the project and then we distributed the work accordingly:

Made scene 1 with a working menubar.
Made the select spots and select rounds button for the user.
Made labels and text for all the scenes.
Implemented the timeline for scene 3 and the labels in that scene.

- Made the grid for user to select numbers in scene 2.
- Implemented the logic of randomly selecting numbers for the user depending on the spots.
- Implemented the logic for Money earned on the basis of the number of spots selected.
- Implemented Change Look in the menubar for all the scenes in the application.

Hand-drawn UML diagram for a 75-ball bingo game. The diagram shows three main screens: 1) Welcome Screen, 2) Play Scene, and 3) End Screen. The Welcome Screen has a 'PLAY' button. The Play Scene has a 'Menu' button and a 'New look' button. The End Screen has a 'DRAW' button. The diagram also includes a 'RANDOM () - choose numbers for player' function and a 'DRAW AGAIN' button. Handwritten notes at the bottom explain the logic: 'If drawings > 15' and 'drawing == USQ, num // 4'.