



CAIRO UNIVERSITY FACULTY OF ENGINEERING Credit Hours System-Sophomore Level

Programming Techniques (CMPN103) FALL 2021

Game

| Name | ID | Email | | |
|------------------------------------|---------|--------------------------------------|--|--|
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| Name | Phase 1 | Phase 2 | | |
|--------------------------------|----------|----------------------------|----|-------|
| | | Task | % | Total |
| احمد حسین حسن عکاشنة | | Delete game object | 3 | |
| | | Play mode design | 1 | |
| | | Card 1 | 2 | |
| | | Card 2 | 3 | |
| | | Card 5 | 2 | |
| | | Card 9-11 | 10 | 21 |
| صلاح محمد صلاح محمد | Output | Save & open | 11 | |
| | Class | Add card | 7 | |
| | | Card 12 | 6 | |
| | | Card 6 | 2 | 26 |
| عبدالرحمن حمدي عبدالرازق | Cell- | Cut , Copy, Paste Card | 8 | |
| | Position | New game | 3 | |
| | Class | Card 8 | 6 | |
| | | Card 3 & 4 | 5 | 22 |
| معاذ طارق عبدالرءوف | Input | Player and ladder&snake | 10 | |
| | Class | addLadder and addsnake | 5 | |
| | | Roll dice & inputdicevalue | 7 | |
| | | Card 7 | 4 | 26 |