

Defuse the Bomb

A CSC 102 Project

Team: Gimme a sec

Team individualization

What did you tweak to the design provided by your instructor that makes it different from the other teams? In other words, what did you do to make your version of the “bomb” unique?

We implemented sound for strikes and set the sounds to randomly be chosen from a bank so it should ideally be different and make the game funnier.

Future development plans

If you were to continue working on this project, what would you do? Where could you go from here to make it better, more interesting, more fun? What could be done to increase the project’s broader impact (e.g., to make it marketable)? I would want to put a touch screen and use it to make more interactive games where you could have there be more levels and difficulty's as well as more phases to make the game more entertaining.

Lessons learned

What did you learn by working on the project throughout the course? In your opinion, did it relate to *The Science of Computing* curriculum (and, if so, how)? How was the experience beneficial to problem solving in general? What did you learn that will benefit you in future courses in the Computer Science curriculum?

I learned to always save files and back them up as well as planning and time management. The project did relate to the curriculum as we used many different functions to get desired outputs and we learned most of those functions over the course of the year. It was beneficial because it made us use them in a way that gave us a deeper understanding of how these systems work together.