

Submission Worksheet

CLICK TO GRADE

<https://learn.ethereallab.app/assignment/IT114-450-M2024/it114-module-3-number-guesser-4/grade/vk686>

IT114-450-M2024 - [IT114] Module 3 Number Guesser 4

Submissions:

Submission Selection

1 Submission [active] 6/12/2024 11:31:06 AM

Instructions

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Overview Video: <https://youtu.be/ej6lWrg9XjE>

1. Create the below branch name
2. Implement the NumberGuess4 example from the lesson/slides
 1. <https://gist.github.com/MattToegel/aced06400c812f13ad030db9518b399f>
 2. Add/commit the files as-is from the lesson material (this is the base template).
 3. Push the changes to the HW branch and create a pull request to keep open until this assignment is done
3. Pick two (2) of the following options to implement
 1. Display higher or lower as a hint after a wrong guess (only after a wrong guess that doesn't roll back the level)
 2. Implement anti-data tampering of the save file data (reject user direct edits)
 3. Add a difficulty selector that adjusts the max strikes per level (i.e., "easy" 10 strikes, "medium" 5 strikes, "hard" 3 strikes)
 4. Display a cold, warm, hot indicator based on how close to the correct value the guess is (example, 10 numbers away is cold, 5 numbers away is warm, 2 numbers away is hot; adjust these per your preference) Only display this when the wrong guess doesn't roll back the level
 5. Add a hint command that can be used once per level and only after 2 strikes have been used that reduces the range around the correct number (i.e., number is 5 and range is initially 1-15, new range could be 3-8 as a hint)
 6. Implement separate save files based on a "What's your name?" prompt at the start of the game (each person gets their own save file based on user's name)
4. Fill in the below deliverables
5. Save changes and export PDF
6. Git add/commit/push your changes to the HW branch

- Create a pull request to main (if not done so before)
- Complete the pull request (don't forget to locally checkout main and pull changes to prep for future work)
- Upload the same PDF to Canvas

Branch name: M3-NumberGuesser-4

Tasks: 5 Points: 10.00

Implementation 1 (4 pts.)

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Task #1 - Points: 1

Text: Implementation Evidence

Details:

Code screenshots must have ucid/date shown as a comment in the code.

Explanations must be your own words describing the logic and how the solution code solves the problem.

#1) Mention which option you picked and how you solved it



Explanation (required) ✓

Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets

PREVIEW RESPONSE

I 1. Display higher or lower as a hint after a wrong guess (only after a wrong guess that doesn't roll back the level).

I added coding solution to provide hints based on the user's guess and integrated this into the existing "processGuess" method

#2) Add screenshots of the coded solution (ucid/date must be



Caption (required) ✓

Describe/highlight what's being shown
The solution

#3) Show implementation working by running the



Caption (required) ✓

Describe/highlight what's being shown
Showing implementation

Implementation 2 (4 pts.)

^ COLLAPSE ^

Task #1 - Points: 1

Text: Implementation Evidence

Details:

Code screenshots must have ucid/date shown as a comment in the code.

Explanations must be your own words describing the logic and how the solution code solves the problem.

#1) Mention which option you picked and how you solved it



Explanation (required) ✓

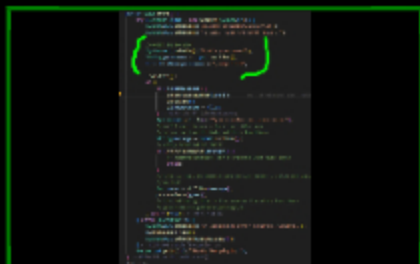
Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets

 PREVIEW RESPONSE

- Implement separate save files based on a "What's your name?" prompt at the start of the game (each person gets their own save file based on user's name)

I added the code solution in "start" method to prompt the user for their name and set the fileName based on the user's input.

#2) Add screenshots of the coded solution (ucid/date must be



Caption (required) ✓

Describe/highlight what's being shown

The screenshot of the coded solution

#3) Show implementation working by running the



Caption (required) ✓

Describe/highlight what's being shown

Demonstration of the implementation when running the program

Misc (2 pts.)

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Task #1 - Points: 1

Text: Reflection

#1) Learn anything new? Face any challenges? How did you overcome any issues?



Explanation (required) ✓

Provide at least a few logical sentences

PREVIEW RESPONSE

It was important to understand the nuances of integrating this or that part of the code into the existing game logic. The main focus of the training was to effectively manage transitions between game states and ensure that prompts were provided correctly without disrupting gameplay. There was also a major focus on ensuring unique save files were created for different users based on their usernames. This required an understanding of file handling in Java and dynamic file naming based on user input.

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Task #2 - Points: 1

Text: Pull Request URL

i Details:

URL should end with /pull/# where the # is the actual pull request number.

URL #1

<https://github.com/VK686NJ/vk686-IT114-450/pull/6>

^ COLLAPSE ^

Task #3 - Points: 1

Text: Waka Time (or related) Screenshot

Checklist

*The checkboxes are for your own tracking

#	Points	Details
#1	1	Screenshot clearly shows what files/project were being worked on (the duration of time doesn't correlated with the grade for this item)

Task Screenshots:

Gallery Style: Large View

Small

Medium

Large

How long it took to get this homework done

Checklist Items (0)

Branches

2 hrs 12 mins	M2-Java-Problems
1 hr 26 mins	M3-NumberGuesser-4
4 mins	main

Files

1 hr 25 mins	M3/NumberGuesser4.java
50 mins	M2/Problem3.java
45 mins	M2/Problem1.java
38 mins	M2/Problem2.java
3 mins	M2/.gitignore
11 secs	ng4.txt
9 secs	vlad_output.txt

showing the specific time i spent to get it done

showing the specific time I spent to get it done

Checklist Items (0)

End of Assignment