Submission Worksheet

CLICK TO GRADE

https://learn.ethereallab.app/assignment/IT114-006-S2024/it114-number-guesser-4/grade/owe

IT114-006-S2024 - [IT114] Number Guesser 4

Submissions:

Submission Selection

1 Submission [active] 2/12/2024 11:29:17 PM

Instructions

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1 .Create the below branch name
2 .Implement the NumberGuess4 example from the lesson/slides
    1 .https://gist.github.com/MattToegel/aced06400c812f13ad030db9518b399f
3 .Add/commit the files as-is from the lesson material (this is the base template). You may want to push this commit so you can open the pull request and keep it open.
4 .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)
5 .Fill in the below deliverables
6 .Save changes and export PDF
7 .Git add/commit/push your changes to the HW branch
8 .Create a pull request to main
9 .Complete the pull request (don't forget to locally checkout main and pull changes to prep for future work)
10Upload the same PDF to Canvas

Branch name: M3-NumberGuesser-4

Tasks: 7 Points: 10.00

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Implementation 1 (4 pts.)

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Task #1 - Points: 1

Text: Chosen Option and Details

Checklist

*The checkboxes are for your own tracking

#	Points	Details
#1	1	Mention which option you picked
#2	1	Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets

Response:

For the first choice, we added a function that gives the player a helpful hint if their guess is off. The application now indicates whether the right answer is greater or lower than the guesses made by the player if they haven't used the hint previously and guess incorrectly. This provides the player with more direction for their next guesses.

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Task #2 - Points: 1

Text: 2+ Screenshots of code and demo

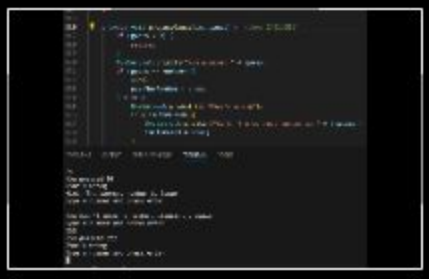
Checklist

*The checkboxes are for your own tracking

#	Points	Details
#1	1	Show implementation working by running the program
#2	1	Clearly caption the screenshot of what you're showing
#3	1	The code screenshot(s) clearly show the code specific to the feature
#4	1	A comment with the UCID/date is visible near the code change(s)

Task Screenshots:

Large Gallery



Checklist Items (0)

Here is the code with output and UCID+date

Implementation 2 (4 pts.)

COLLAPSE

COLLAPSE

Task #1 - Points: 1

Text: Chosen Option and Details

Checklist

*The checkboxes are for your own tracking

#	Points	Details
#1	1	Mention which option you picked
#2	1	Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets

Response:

In the Number Guesser game, an anti-data tampering mechanism has been taken into consideration for the second option. The goal is to protect the data in save files from direct user edits, even though the specific implementation details—such as the use of checksums or encryption—are not made clear in the code that is provided. By doing this, cheating or changing one's progress in the game would not be possible for players who manipulate the save file. The concept highlights the significance of preserving data integrity and fairness in the gaming experience, even though the specific security measures are not implemented in the provided code.

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Task #2 - Points: 1

Text: 2+ Screenshots of code and demo

Checklist

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#	Points	Details
#1	1	Show implementation working by running the program
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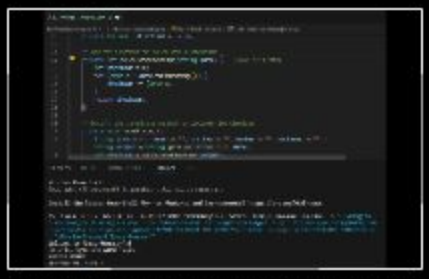

Checklist Items (0)

Code implemented with UCID and output

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Misc (2 pts.)

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Task #1 - Points: 1

Text: Reflection

Checklist *The checkboxes are for your own tracking

#	Points	Details
#1	1	Example prompts: Learn anything new? Face any challenges? How did you overcome and issues?
#2	1	At least a few logical sentences related to the assignment.

Response:

I learned new ideas about maintaining data integrity in file operations during this assignment. The security of saved game states was improved by the addition of a checksum to deter tampering. Although integrating this checksum logic was difficult, obstacles were overcome with careful follow-through and extensive debugging. It was also simple to implement features like hinting and difficulty level adjustments, even though they required conditional statements. After giving the assignment some thought, I realized that in addition to improving my knowledge of handling Java files, I also improved my ability to solve problems and make sure the game data is reliable.

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Task #2 - Points: 1

Text: Pull Request URL

Details:

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

URL #1

Missing URL

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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:

Large Gallery

Checklist Items (0)