

Defuse the Bomb

A CSC 102 Project

Team: Ricky, Shane, Jared

Github: <https://github.com/XNetoGaming/Comp-science-defuse-the-bomb.git>

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 changed the bombs phases:

Toggle: for the toggle we kept the Idea of the binary code but we made it an addition problem where the user needs to add both binary code numbers displayed on the gui and input the sum using the toggle as a binary code input

Keypad: For the keypad we made it a simple number and letter sequence where the user just needs to find the sequence that is made and input it where the letters are represented by the numbers on the keypad

Wires: and for the wire is a riddle where it is correlated to which wire the user will need to “cut” in order of which wire to cut first to last

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)?

There were a lot of bugs with our program that I think we could fix, and I think we could make the challenges harder for the user to solve. I think for it to be marketable the hardware could be improved to make the gui way more colorful and make it seem more realistic for that fun aspect. Also include better sound and imaging on the game to really boost that level of gameplay enjoyment.

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 that I should definitely come to office hours and work with the teacher, I feel as if I did that I would have gotten less bugs and learned a lot more and even have made my code more efficient. I think it was a great project for computer science as it uses a variety of what we learned in class such as GUI setups as one of the examples along with threading and so on, in one project as a fun challenge. I think this experience helped with problem solving as it made me really break my habit of multitasking and I had to stop and go through problem by problem or more like phase by phase on my bomb. I think the GUI setup and threading were fun to learn and really challenging for me, I think it's a great aspect to learn especially for those going into game development or even any other machine building coding.