

# Chance-It

## Subset Two Report

### Goals

Subset two focused efforts on implementing the High Score (Sheryll) module to track, display, and maintain the top 10 winning or tie-scoring games. Initially, the subset included network communication (Chris) and game-play (Melissa), but the module was moved to Version One.

The High Score module's initial functionality was implemented by Sheryll, with the ability to read to and write from a persistent file, as well as sort results for comparison. Dale implemented the screen output functionality within the Input/Output module.

Chris implemented the Network Protocol module to create the connection handler for the software to use in network play, and Melissa and Matthew began related work on the logic within the Network Turn and Game module. Unfortunately the network play system was not fully functional at the time of the subset two submission, and so it was not part of the demo.

The focus over the weekend will be complete implementation of the High Score module (evaluate scores from completed games and update the stored data), and full network play with AI and human players. Any additional efforts will be put towards improving code quality, robustness, and computer player performance.

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