**­­ISP Improvement record**

**Student Name: Aava Sapkota Project Name: Escape Room**

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| --- | --- | --- | --- |
| Structure changed(i.e. variable, loop, method) name and type | Structure added (var,loop, if statement, method, class, comments)-name and type | Purpose in the program | Impact on the overall program  (how does it change the performance). |
|  | Credit comments | To credit any aid that was given | Proper credit distribution (not plagiarising) |
|  | If loop sending to good bye | Ends the program | Improves the control flow by following functionality |
|  | Variable, Boolean menuPressed | To aid the transition of state to mainMenu | Allow for the program to run with more certainty, with less risk of other variables or functions interfering with the running. |
|  | New procedures:   * correct(); * correctFinal();   (both graphics) | Tells the user if their answer Is correct. | The user will know when to continue the game as the game is mainly based off character collisions |
| Resetting all the valued variables in ln the If statement level Selection buttons |  | Allows program to reset | Allows multiple people to play without restarting the program. |

**The record must be filled out on a computer. Print and hand in by Friday, January 18,2019.**

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|  | Pause buttons | Continuing control flow from pause | The user is able to take a quick break to collect themselves before resuming the game, or if they don’t like the game it allows them to go to main menu to exit. |
|  | Boss level Hint | Informs the user of the different game play in the level | Reinforces instructions and allows user to play with less confusion |
|  | Character animations view | Changes the view of the character as they walk | To add more realism to character movement. |
| Riddle instructional text |  | To correctly instruct users how to continue the program | The rewording allows for clearer comprehension of the instructions. |
|  | Timer if statements | Timer | Times the individual and gives a score to record progress and improve in the game |