

## **Instructions:** *(Note: only one team member should complete this and submit it!)*

1. Copy and Paste the url to the Cloud 9 workspace you and your partner used for your Hangman Game:

<b>Hangman Cloud 9 Workspace</b> <b>Hangman Theme: Presidents</b> <b>Designers: Apollo Heo and Tuetrung Nguyen</b>	Edit the Following Link: <a href="#">CSP6_Heo_Nguyen_Tu_Hangman.py</a>
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2. Use the following table for your gallery walk:

<b>Instructions:</b> To play out hangman type in (cd Hangman) %run Heo_Nguyen_Tu_Hangman.py (the screen width has already been preset)  Use arrow keys to navigate and press enter to confirm the decision. To enter developer mode, type in DEV as your name.	
Likes/Pros	Missing/Cons
<ol style="list-style-type: none"><li>1. Very amazing game. I love the animation in the beginning x2</li><li>2. Awesome animations, like how scoreboard is encrypted</li><li>3. Pretty good guessing symbol</li></ol>	<ol style="list-style-type: none"><li>1. You have to be educated to be good at the game</li><li>2. Too hard, add hints/ description of word or name</li><li>3. I hate not being able to type ji\$h</li></ol>

3. Please have each member individually type there own conclusion answers to the two conclusion questions below:
  - Reflect on the creative process you used. What was useful? How was it similar and/or different than the Text Adventure Project? Discuss your reflection with your partner and then write a reflection individually.
  - Reflect on the team dynamic. What helped the team work well together? Was it better or worse than the Text Adventure Project? Discuss your reflection with your partner and then write a reflection individually.

## **CONCLUSIONS**

### **Tuetrung Nguyen:**

The creative process we used was simple and was similar to our text adventure process. We would discuss what we wanted to do, then put it in. Nothing really changed at all.

What helped the team dynamic was communication. Without communication, we would have been lost on what to do and what the other person wanted. As before, it was basically the same as in the text adventure project.

### **Apollo Heo:**

When we discussed ideas, we tried to extend what we considered to be a “basic hangman game” and developed ideas that other games contained. For example, most games feature a username and a score feature so we created a scoreboard. We also developed further on the idea of ASCII Art into ASCII Animation. Also, another idea we thought of was the process of deleting each screen and reprinting, giving a smooth transition most, if not all, modern games possess. What helped a lot for this project was that we had the exact same partner. Moreover, we could import functions that we had made for the Text Adventure Project. This benefitted us extremely well as we had faced, and overcame, most of the difficulties during the last creation, i.e. colored text and terminal manipulation. Similarly to our Text Adventure Project after we discussed the design, we each worked on a separate portion of the project simultaneously; this dynamic partnership created the perfect balance and efficiency for the completion of the tasks. Additionally, a very important aspect, as well as it may be obvious and have been said for the Text Adventure Project, that was critical for our Hangman Game was communication. We used Discord to communicate, log each change we made and reported each other of bugs, possible bugs that have yet to be tested, and more detailed description of feature we plan to or have implemented in our game.

4. Then have **only one member** (the member who's cloud 9 account was used) submit this document to google classroom.