# Submission Worksheet

#### **CLICK TO GRADE**

https://learn.ethereallab.app/assignment/IT114-002-S2024/it114-number-guesser-4/grade/am3485

#### IT114-002-S2024 - [IT114] Number Guesser 4

#### Submissions:

Submission Selection

1 Submission [active] 2/12/2024 9:43:15 AM

#### Instructions

^ COLLAPSE ^

- Create the below branch name
- 2 .Implement the NumberGuess4 example from the lesson/slides
  - 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 .lmplement 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
- 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





Task #1 - Points: 1

**Text: Chosen Option and Details** 

Checkli	ist	*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:

I picked 1 and used the processGuess method and used it to output a higher or lower value when the guess was wrong.



Task #2 - Points: 1

Text: 2+ Screenshots of code and demo

Checkl	ist	*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)

demo and implementation





Task #1 - Points: 1

**Text: Chosen Option and Details** 

Checkli	st	*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:

I picked 3 and i created a setStrikes method to change the amount of strikes and then used if/else to get what difficulty they wanted.



Task #2 - Points: 1

Text: 2+ Screenshots of code and demo

Checkl	ist	*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)

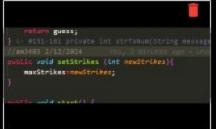
### Task Screenshots:



Large Gallery



Checklist Items (0)



Checklist Items (0)



#	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)	
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		Checklist Items (0)	
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