

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 ^

- 1 .Create the below branch name
- 2 .Implement the NumberGuess4 example from the lesson/slides
 - 1 .<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 .Implement 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
- 6 .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)
- 10 Upload the same PDF to Canvas

Branch name: M3-NumberGuesser-4

Tasks: 7 Points: 10.00

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Task #1 - Points: 1

Text: Chosen Option and Details

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Mention which option you picked
<input type="checkbox"/> #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

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Show implementation working by running the program
<input type="checkbox"/> #2	1	Clearly caption the screenshot of what you're showing
<input type="checkbox"/> #3	1	The code screenshot(s) clearly show the code specific to the feature
<input type="checkbox"/> #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

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Task #1 - Points: 1

Text: Chosen Option and Details

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Mention which option you picked
<input type="checkbox"/> #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

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Show implementation working by running the program
<input type="checkbox"/> #2	1	Clearly caption the screenshot of what you're showing
<input type="checkbox"/> #3	1	The code screenshot(s) clearly show the code specific to the feature
<input type="checkbox"/> #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)

code

more code



Checklist Items (0)

demo



Misc (2 pts.)

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Task #1 - Points: 1

Text: Reflection

^ COLLAPSE ^

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Example prompts: Learn anything new? Face any challenges? How did you overcome and issues?
<input type="checkbox"/> #2	1	At least a few logical sentences related to the assignment.

Response:

i had fun messing around with the game and enjoyed add methods and changing things around.



Task #2 - Points: 1

Text: Pull Request URL

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Details:

URL should end with /pull/# where the # is the actual pull request number.

URL #1

<https://github.com/alanpear/am3485-it114-002/pull/8>



Task #3 - Points: 1

Text: Waka Time (or related) Screenshot

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Checklist

*The checkboxes are for your own tracking

#	Points	Details
<div><div><div></div></div><div>#1</div></div>	1	Screenshot clearly shows what files/project were being worked on (the duration of time doesn't correlated with the grade for this item)

Task Screenshots:

☐ Large Gallery



Checklist Items (0)