

Defuse the Bomb

A CSC 102 Project

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Github: < <https://github.com/andresispoop/bomb.git> >

Team individualization

We made some tweaks, for example we changed the wires, so it is based on the button meaning cutting the wire depends on the color of the button. We also changed the names for the keypad because our theme is the University of Tampa so the keywords that we used were based on building on campus. The switches were unchanged as we did not have enough time. The button we changed a little which we changed it more to be based on the serial number the is provided so it is all based on the serial number.

Future development plans

Include a hint system that provides players with clues or suggestions if they get stuck on a particular bomb-defusing puzzle. This can help players overcome challenges without making the game too easy. We could also Offer an endless mode where players can continuously defuse bombs with increasing difficulty levels until they make a mistake or run out of time. This provides a casual and endless gameplay experience for players looking to test their skills. comprehend our target audience and improve our advertising approach. This way, to keep getting better and provide that thrilling bomb-defusal experience, we'll need to keep listening to player feedback to make the bomb better and could help with marketing as well.

Lessons learned

I think working with the "Defuse the Bomb" project relates to the computer science curriculum because it provided a well-rounded learning experience that reinforced both basic and advanced concepts of computer science. The project centered on programming and software-hardware interaction through the Raspberry Pi, focusing on theoretical reflections. It promoted critical skills such as debugging, logical thinking, and systems thinking, which are necessary to solve computer problems. Project collaboration improved communication skills and prepared us for real software development environments. This experience gave us valuable skills for advanced courses in the computer science curriculum, such as data structures, algorithms, and computer architecture, and helped us approach problems creatively and innovatively.

