**INDEPENDENT PROJECT**

Your independent project is a project of your choosing. The objective is to create something useful or fun, and to extend what you have learned in class.

**SOME PROJECT IDEAS:**

• Create a game, including a game that you can create with a (free) game engine

• Display the Word Cloud of a text passage; i.e., words that occur more often are displayed in larger fonts

• Create a Review Quiz program, such as for vocabulary, where the user can input different contents for different reviews

• Others

**CHARACTERISTICS OF A GOOD PRODUCT:**

• Works as advertised

• Useful and/or entertaining

• Ease of use (good display/user-interface, intuitive to use)

**AUDIENCE/CUSTOMERS:** - Do not state “everyone”

• Self

• Siblings

• Parents

• Relatives

• Friends

• School (class, club, etc.)

• Community

• Others

**TIMELINE:**

• Wed 7/19: Declare your title/topic

• Fri 7/21: Submit the Project Description (you can update afterward) – See next page of this paper

• By Fri 7/28: Submit to Piazza: (1) source code, AND (2) a video of the demo of your product

• Fri 7/28: Demo in class

**PROJECT DESCRIPTION**

Student Name

Anshul Patil

Project Name

Who Wants To Be A Millionaire

Project Description

A user will be asked question in hopes of being a millionaire and if they answer a certain amount of

question, they’ll win a fortune of a million dollars!

Project Specs (user interface, classes, test cases, etc.)

User Interface:

On the screen there will be a question for the user to answer,

4 choices for the question,

a life-line only to be used once,

their current balance and

an option to quit with their current balance.

The user will answer the questions and if they get it right they go to the next level.

If they get all of them right, then, they get a million dollars!

Classes:

I’ll have a superclass question and the subclasses ChoiceQuestion,

A class QuestionBank which will have the questions for each level. I’ll have different methods and an ArrayList for the questions.

I’ll also have a main class “Game” that’ll show the UI, keep track of score, and allow the user to win, lose or quit.

WHO WANTS TO BE A MILLIONAIRE!!!

Test Cases:

1. Need to check if ChoiceQuestion works correctly by making sure the answer is right if it’s right, and the wrong answers are wrong.

2. I need to check if the reward money increases every level.

3. The level increases if they get a question right.

4. They should get their money if they quit.

5. They shouldn’t get their money if they get a wrong answer.

6. They should get a million dollars if they get all the questions right.

Audience/Customer

*Be specific; do not write “everyone”*

*Adults*

Time Estimate

(in hours)

5 hours

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