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Title: Election Wars

Course Number: CS110A0

Semester: Fall 2016

Project idea: Election simulator in which user is running against a generated opponent, probably for a presidential campaign
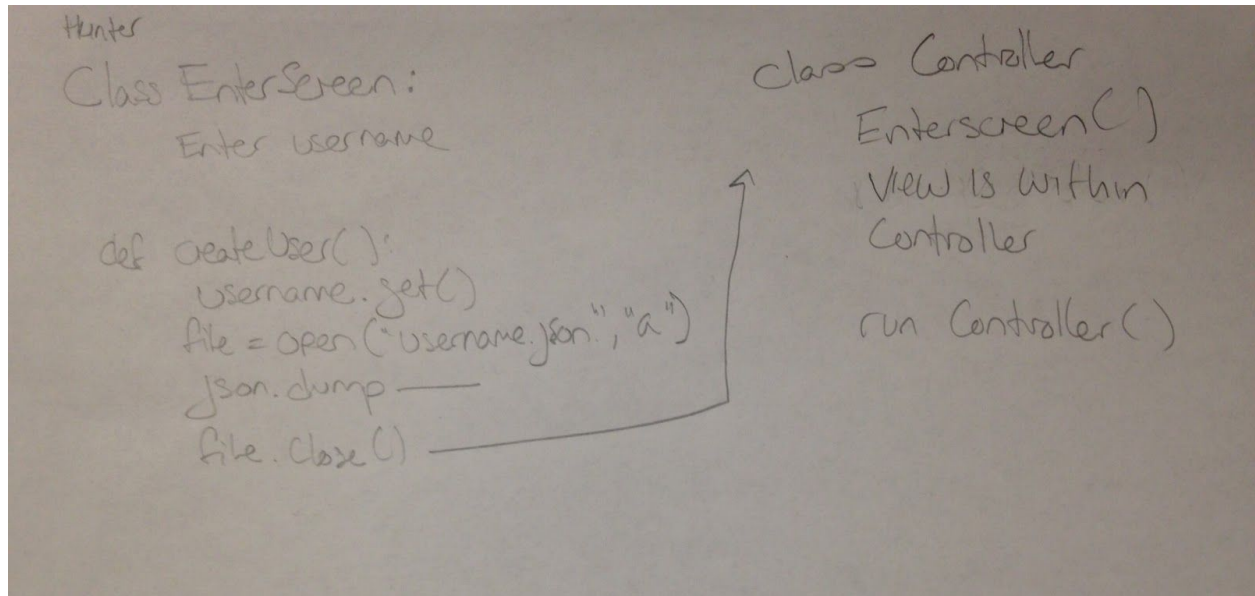
GitHub Link: https://github.com/bbledmiston/Election-Wars

Libraries: Tkinter

User Interface Design

User Guide:
This text based adventure game is intended to simulate a presidential election cycle, specifically the 2016 election cycle. To play, run the main.py file. From there, you will see a screen pop up. The upper text on the screen will be the question you are to answer, the text below represents the choice you will have for your answers. There are two buttons at either side of the screen. You have the choice of A or B. Depending on which button you choose it will affect your rating as a candidate.

Top-Level Design

Hunter

```
Class EnterScreen:
    Enter username

    def createUser():
        username.get()
        file = open ("username.json", "a")
        json.dump ——
        file.Close() ——
```

```
class Controller
    Enterscreen()
    View is within
    Controller

    run Controller()
```

Class Controller:
  Main window
  Labels
  Button A and Button B
  EnterScreen()
Then run:
  Questions
  Choices
  Response_values
  Question loop

Class EnterScreen:
  Entry widget
  Append entry to json file

Tasks and Responsibilities

Intended:

Brittney - backend logic - storyline and question loop
Marleah - backend logic - debates, press conference, polling data
Edwin - Test cases and integration
Isabel - GUI

By: November 11th, 2016:
- 5 choices each + scenarios and what is impacted
- Basic idea of GUI

November 28th:
- Unit tests and basic backend logic being integrated

Testing
- We will test our individual code as we write it. Every so often we will upload our code to the GitHub repository and there we will be able to test it with the code of our project members.
- Possibly use unittest library? Create test cases/runners
- 12/8/16 - I did not have time to create formal tests, this program is not unit tested