ENGR 102 - Lab Assignment #13

Fall 2019

General course learning outcomes:

- demonstrate the use of programming techniques in the construction of computer programs, including the use of: large data structures such as lists; control structures such as conditionals and loops; user-defined functions; data from and processed to an external file.
- decomposing a complicated task into manageable pieces.
- apply programming techniques to solve problems in engineering.
- complete a team programming assignment that ties together concepts learned in the class.

Team ⋆ Assignment 2

(Reminder: this assignment is worth 24 points)

Last week your team used bottom-up and top-down design to begin programming a more complete version of "Gotta Catch One of 'Em". Your team should have a well-defined design, list of variables and functions, and how the pieces of the program will interact. You should also have completed the preparation of the program, including function stubs and program comments.

This week your team will code the game, following the requirements as detailed in last week's assignment.

A. Code!

- Individual functions should be self-sufficient; relying on parameters rather than main code variables.
- If the writing of functions are split up between team mates, functions should include the name of the author in the docstring.
- Do not neglect to test incrementally, and document your purposeful testing; that is, the testing performed as you are verifying what you believe to be correctly written functions.
- Finally, create the main code tying the functions together. Fill in the code between the comments created last week, and test incrementally.
- Your team must utilize a minimum of two (2) try–except statements within your code.

B. Document:

- Provide a short document explaining to the grading team how to play your game, or how it was envisioned to work together.