# Phase J: Final Implementation

### Group Report

### GROUP:

#### Grading Rubric

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Possible Points** | **Comments** | **Score** |
| Implementation | 14 |  |  |
| Report | 7 |  |  |
| Group work: time logging, meetings | 2 |  |  |
| Total | 23 |  | 0 |

|  |  |  |
| --- | --- | --- |
| **Team Member** | **Hours** | **Implemented portions** |
| Zach Gerner | 6hrs 45min |  |
| Harry Schultz | 6hrs 20min |  |
| Chris Wald | 3 hrs 6 mins | Computer Player |
| Dillon Hiatt | 3hrs 15 mins |  |

#### Implementation Report:

We plan to implement the main method so that the user and the computer player will play against each other. We are going to reconstruct the computer player so that the computer play will have its own grid to play on. We plan to implement the guessing phase of the game so that the computer player can guess the buildings that are on the user’s grid. We also are going to implement that the user can guess buildings that are on the computer player’s grid.

We implemented everything that we plan on implementing and we also implemented so that the computer player can taunt the user.

To build the system, they need to upload the computer player, grid, Splash Screen, and Main Game java files in Netbeans 7.0. The Main Game java file is the main project.