**Project Template**

**Project Report: Group Number**

Friday, October 20, 2023

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| --- | --- | --- | --- | --- |
| Attribute | | Details | | |
| Group Name | | [Insert Group Name] | | |
| Group Number | | [Insert Group Number] | | |
| TA | | [Name] | | |
| Student Name | | Student ID |
| [Name] | | [Student ID] |
| [Name] | | [Student ID] |
| [Name] | | [Student ID] |
| [Name] | | [Student ID] |

# Introduction

[Provide a brief introduction to the report here.]

# JavaCraft’s Workflow

* Flowchart For Game: [attach image]
* Pseudocode For Game: [Provide pseudocode here]

# Functionality Exploration

List of key functionalities explored:

|  |  |  |
| --- | --- | --- |
| No. | Function Name | Description |
| 1 | [Function Name] | [Short Description] |
| 2 | [Function Name] | [Short Description] |
| … | … | … |

Note: Provide flowchart and pseudocode for at least 15 functions in the Appendix.

# Finite State Automata (FSA) Design

* Secret Door Logic Analysis: [Describe the secret door’s functionality]
* FSA Illustration & Description: [Attach FSA diagram]

# Git Collaboration & Version Control

* Repository Link: [Insert Git Link Here]
* Branch Details: List branch names and corresponding members • Changes & Conflicts: Discuss how changes and conflicts were handled.

# Extending the Game Code (For Final Submission)

[Provide details on the new block types, craft recipes, and their integration into the game. Include code snippets where appropriate]

[Provide Java code here]

# Interacting with Flags API (For Final Submission)

[Details on Flags API exploration and flag rendering on the grid.]

# Conclusion (For Final Submission)

[Provide a summary of achievements, challenges, and learnings.]

# Appendix

Include any additional pseudocode, flowcharts, or supplementary material.

# References

1. Source Name - Description
2. …