**Milestone 6 – GUI Layouts, Navigation, and Design Iteration**

**Answer Sheet**

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| --- | --- |
| Team Member Names: | *Erik Vanderwerf* |
| Section No. | *046* |
| Team No. | *008* |
| Date: | *Date Submitted* |

B.

***In your own words***, what feedback have you received on M5?

None whatsoever

How are you addressing this feedback in M6?

Lolz

C. GUI Filename with Associated Tags and Variables

\*Every single component that your team puts on a GUI that will change or the user interacts with needs to be listed individually here. So this table may be large.

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| --- | --- | --- | --- |
| **GUI Filename** | **GUI Component** | **Tag** | **Variable names, including those:**   * **passed between GUIs** * **assigned to *handles*** |
| compute1\_sec###team## | Edit text box in which user types data file name to upload | Datafile\_et  (\_et because it is an Edit Text component) | Loaded data will get parsed into two variables for sharing:  handles.time  handles.rate |
| compute1\_sec###team## | Push button to send results to results GUI | Compute\_pb  (\_pb because it is a Push Button component) | Variables sent to results.fig:  handles.time  handles.rate  distance |
| compute1\_sec###team## | Exit button – user presses to close the current screen and exit the program. | Exit\_pb  (\_pb because it is a Push Button component) | NA |
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F. Draft Game Instructions

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| **Instructions**  Put all instructions here. NOTE: Details should be sufficient for a new player learning the game(s). |
| **References (optional)** Put all references here. NOTE: References required for instructions based on existing source(s). |

G. Design Iteration (must identify and describe at least three issues/challenges)

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| --- | --- |
| **Issue No.** | **Description** |
| example | Some questions in our quiz game have a time limit. We need to create a countdown timer that shows number of seconds remaining for a given question. When the timer runs out, the fields are checked for right answers and scored. We are not sure how to implement a timer. |
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| 2 |  |
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| … |  |