1. Team member names, tasks done by you and tasks done by each of your team mates.

Muhammad Fazeel Tola(Me): Implemented Graphics and Sound

Philips Wang: Bug Fixes and Documentation

Steven Phan: Written the core logic of program

Kameron Iranzad: Music and Documentation

1. Project description (the WHAT)

The project is a User interactive Hangman game. It asks the user to input characters to complete the word. It shows the status of hangman as user loose his live by guessing wrong characters.

There is a continuous background music to enjoy as user and with every correct guess there is positive sound and with every wrong guess there is a sad sound.

Also, if user wins then a big round of applause is presented. If he loses then a sad sound is played.

Once the game is finished, the user can play again by responding ‘y’ for retry and can exit by pressing ‘n’ to exit.

1. How the program was implemented (e.g. using dictionary in a text file, James' tool, etc...) (the HOW)

The dictionary of words is separate file where as the source code is another. It uses James’ “Keyboard and Graphics Adapter Simulator” to display get input from the user.

1. Process the team took to tackle the assignment

We distributed different parts of program among ourselves. Then we use Google drive to share the code files along with documentation. In the end, we checked for basic functionality and then worked on integrating the graphics tool and sounds.

1. Challenges met during the project on how the team overcame them

The ongoing Music was the biggest challenge. With some online research and playing around with MIDI syscall, We were able to come up with plan to keep the MIDI sound in loop changing the pitch.

The graphics tool integration was quiet challenging as well. First we used the display of mars for the graphics, but then once basic functionality was checked, then we read the graphics tool documentation thoroughly. The documentation provided good examples of printing and inputs. That helped us to switch all the output to the adapter.

1. What you have learnt doing the project.

I learned creative ways of writing efficient code without built-in libraries. It was a good exposure to team projects as we moved along collaborating on different modules of the project.