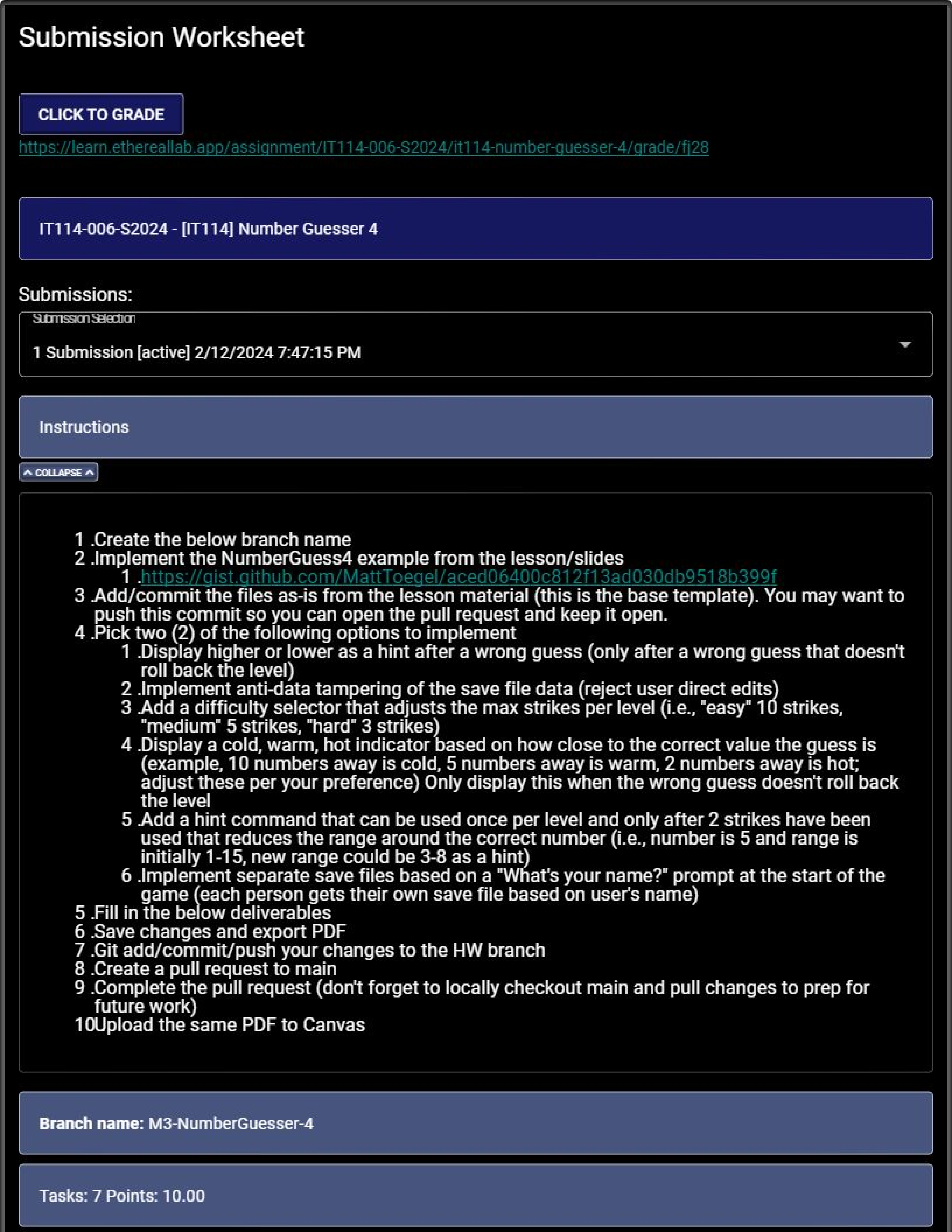


Submission Worksheet

https://learn.ethereallab.app/assignment/IT114-006-S2024/it114-number-guesser-4/grade/fj28

IT114-006-S2024 - [IT114] Number Guesser 4

Submissions:

Submission Selection

1 Submission [active] 2/12/2024 7:47:15 PM

Instructions

1 .Create the below branch name
2 .Implement the NumberGuess4 example from the lesson/slides
  1 .https://gist.github.com/MattToegel/aced06400c812f13ad030db9518b399f
3 .Add/commit the files as-is from the lesson material (this is the base template). You may want to push this commit so you can open the pull request and keep it open.
4 .Pick two (2) of the following options to implement
  1 .Display higher or lower as a hint after a wrong guess (only after a wrong guess that doesn't roll back the level)
  2 .Implement anti-data tampering of the save file data (reject user direct edits)
  3 .Add a difficulty selector that adjusts the max strikes per level (i.e., "easy" 10 strikes, "medium" 5 strikes, "hard" 3 strikes)
  4 .Display a cold, warm, hot indicator based on how close to the correct value the guess is (example, 10 numbers away is cold, 5 numbers away is warm, 2 numbers away is hot; adjust these per your preference) Only display this when the wrong guess doesn't roll back the level
  5 .Add a hint command that can be used once per level and only after 2 strikes have been used that reduces the range around the correct number (i.e., number is 5 and range is initially 1-15, new range could be 3-8 as a hint)
  6 .Implement separate save files based on a "What's your name?" prompt at the start of the game (each person gets their own save file based on user's name)
5 .Fill in the below deliverables
6 .Save changes and export PDF
7 .Git add/commit/push your changes to the HW branch
8 .Create a pull request to main
9 .Complete the pull request (don't forget to locally checkout main and pull changes to prep for future work)
10Upload the same PDF to Canvas

Branch name: M3-NumberGuesser-4

Tasks: 7 Points: 10.00

Implementation 1 (4 pts.)

^ COLLAPSE ^

Task #1 - Points: 1

Text: Chosen Option and Details

^ COLLAPSE ^

Checklist

*The checkboxes are for your own tracking

#	Points	Details
□ #1	1	Mention which option you picked
□ #2	1	Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets

Response:

Display higher or lower as a hint after a wrong guess:

In the processGuess method, after detecting that the guess is incorrect, the code checks whether the guess is higher or lower than the correct number. It then provides a hint to the user, indicating whether they should guess higher or lower. This feature assists players in refining their subsequent guesses.

Task #2 - Points: 1

Text: 2+ Screenshots of code and demo

^ COLLAPSE ^

Checklist

*The checkboxes are for your own tracking

#	Points	Details
□ #1	1	Show implementation working by running the program
□ #2	1	Clearly caption the screenshot of what you're showing
□ #3	1	The code screenshot(s) clearly show the code specific to the feature
□ #4	1	A comment with the UCID/date is visible near the code change(s)

Task Screenshots:

Large Gallery

Checklist Items (0)

Checklist Items (0)

Code that provides user hints to input lower or higher values.	Output showing that the user is getting a hint to input a higher number

● ^ COLLAPSE ^

Implementation 2 (4 pts.)

● ^ COLLAPSE ^

Task #1 - Points: 1

Text: Chosen Option and Details

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Mention which option you picked
☐ #2	1	Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets

Response:

I implemented the option to "Add a difficulty selector that adjusts the max strikes per level."

The selectDifficulty() method prompts the user to choose a difficulty level ("easy," "medium," or "hard"). Based on the user's input, it adjusts the maxStrikes variable accordingly. This allows for different difficulty levels with varying maximum strikes per level, providing a customized gaming experience for the user.

In the start() method, I added a call to selectDifficulty() right after displaying the welcome message. This ensures that the user selects a difficulty level before the game starts. The rest of the code remains unchanged, maintaining the core functionality of the Number Guesser game.

● ^ COLLAPSE ^

Task #2 - Points: 1

Text: 2+ Screenshots of code and demo

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Show implementation working by running the program
☐ #2	1	Clearly caption the screenshot of what you're showing
☐ #3	1	The code screenshot(s) clearly show the code specific to the feature
☐ #4	1	A comment with the UCID/date is visible near the code change(s)

Task Screenshots:

Large Gallery

Checklist Items (0)

Checklist Items (0)

The code lets user choose the difficulty.

Output giving user to choose option between easy, medium and hard

Misc (2 pts.)

COLLAPSE

COLLAPSE

Task #1 - Points: 1

Text: Reflection

Checklist

*The checkboxes are for your own tracking

#	Points	Details
□ #1	1	Example prompts: Learn anything new? Face any challenges? How did you overcome and issues?
□ #2	1	At least a few logical sentences related to the assignment.

Response:

While implementing the difficulty selector, I faced no major challenges as the logic was straightforward. I utilized a switch statement in selectDifficulty() to adjust maxStrikes based on the user's input. This allowed for easy customization of the game's difficulty levels. No notable issues were encountered during this implementation.

COLLAPSE

Task #2 - Points: 1

Text: Pull Request URL

Details:
URL should end with /pull/# where the # is the actual pull request number.

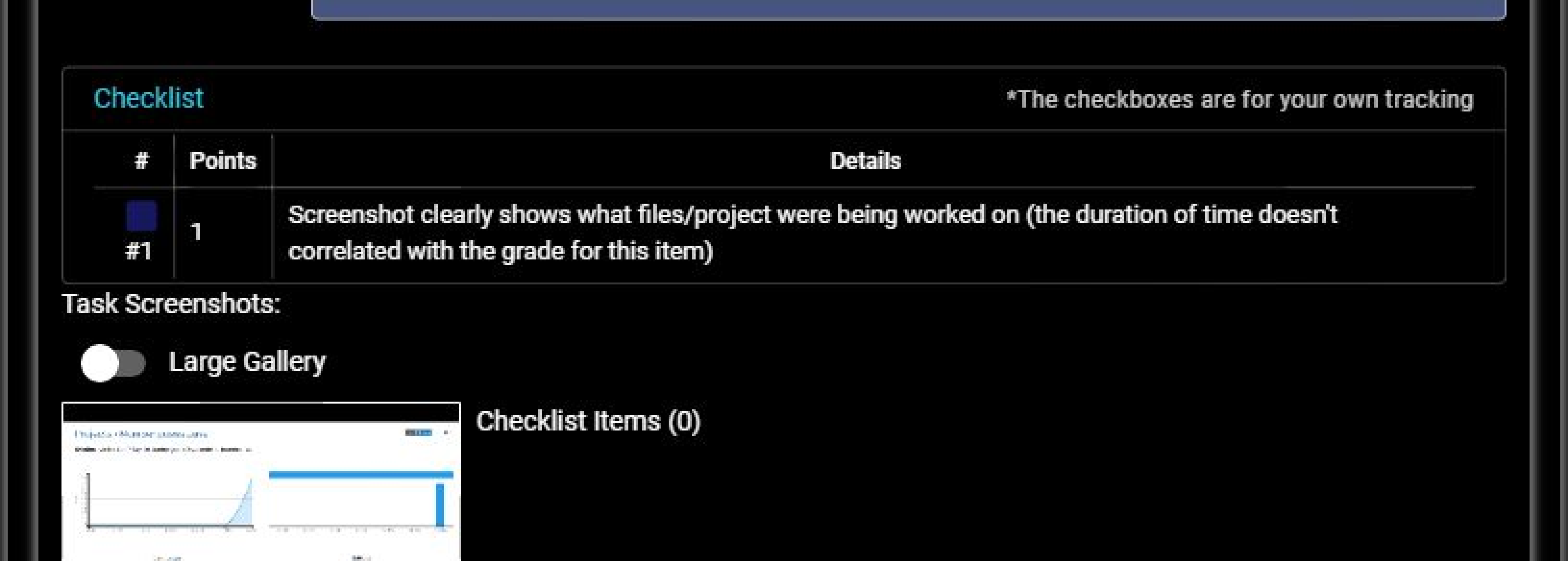
URL #1

https://github.com/fj29/Number-Guesser/pull/1

COLLAPSE

Task #3 - Points: 1

Text: Waka Time (or related) Screenshot



Checklist

*The checkboxes are for your own tracking

#	Points	Details
□ #1	1	Screenshot clearly shows what files/project were being worked on (the duration of time doesn't correlated with the grade for this item)

Task Screenshots:

Checklist Items (0)