*Short Summary*

Morra PBL project

Tudor George Pascu

I have been working in the Initial Menu Loop because I have had a previous experience in creating some other small games in C++ which, I have studied in my school hood, and there I was taught that a good user experience is better than a very complicated code. So I decided to implement a small Welcome message and a basic loop menu that will introduce the game with a small description and will habilitate the player to get into the real game, and also when exist the game to be displayed as the last screen that he will be delivered before deciding ig he will be leaving or not. For it I have user while loops and if selection statements in combination with error messages and user inputs Scanner classes.

I have been also developing most of the runMainLoop() following a very similar structure , a loop like one and also here I have receiver help from my colleagues in correcting the possible grammatical errors also through the loop and an if selector.

Both of the above contributions can be found in the in *the MoraGameManager* class.

I also have been realising work in the chooseTeam() method in the *MorraGame class. This, with a structure basic and based on loops and Boolean error handlers. Here I have been using also some Scanner methods, that reset the input received after, actually receiving it and prepare this input variable for the next one.(sc.reset(), sc.next() ).*

Beyond that main main contribution has been done in realizing a full program method description with words, this trying to explain the game work flow. I also have added some comments but here I must say that we have been working at the beginning of the program mostly as a group through Microsoft Teams, developing together the Morra Game variables and Morra Game constructor and also the simple game core method that is playRound().

The experience and ambient was amazing as well as the team work, without this the PBL project won´t have been ever became reality .

Thank you!