TSA Simulator 2016

Who did what?

Gregory Jerian, Jerry Huang, Kenny Cheung

4th Period OOP 2015

**Kenny:**

I made all the GUI classes. This included the PrintScreen, TitleScreen and ShowPassportWindow classes. I did research for the group on how to use GUI. The original plan was to print everything in GUI frames instead of in the console but we realized that we were short on time we decided to only print the passport and story pictures. I also made the title as well as the completely necessary loading screen. Because I implemented encapsulation well into the PrintScreen class, Gregory was able to easily reuse the class when he implemented images for the storyline. I made the UML Diagrams for the classes I wrote.

**Jerry:**

I made all the character data classes, this includes the following: WorkPermit(), EntryPermit(), Character() and DiplomaticAuthorization(). Gregory and I both made the Game() class. I added detailed comments in my programs so it’s easily readable and understable by other programmers. The instances in my classes were made private so that the code is reusable and can be modified without breaking the entire program. I made the UML Diagrams for the classes I wrote.

**Gregory:**

I made the random number generators, including: CountriesOfEntryGenerator(), DateOfBirthGenerator(), EntranceDateGenerator(), DurationOfEntryGenerator(), ExpirationDateGenerator(), FieldOfWorkGenerator(), IssuingCityGenerator(), IssuingCountryGenerator(), PictureGenerator(), ProbabilityGenerator(), PurposeOfEntryGenerator(), RandomHeightGenerator(), RandomNameGenerator(), RandomWeightGenerator(), SerialNumberGenerator(), and SexGenerator(). Also, I made the art for the game (except the title/loading screen) and I made the Game() class with Jerry. I also created the storyline for the game. I made the UML Diagrams for the classes I wrote.