Anagram Project 2 Phase 2

John Dance

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Professor Jacobs  
CS399

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# Name: **JJ Anagram**

# Team Observations:

Overall, we worked really well as a team. Jayden is a much more experienced Java developer, while John has been trying to catch up and relearn it as he goes. The only struggle there was, was John had a family emergency during the weekend we had planned to work on the app. This was unfortunate, and why the app was submitted late.

# Team Work Division:

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|  | Jayden | John |
| A way to store challenge | Created a way to store the word entered by the person playing the game which is then validated | Work on the ability to store and keep track of correct and incorrect words while adding a counter that will display at the end |
| Store Solutions |  | Stored the solutions in an XML file which is called when the user starts the game |
| Timer | Worked solo on the timer, adding logic to add to the timer when the user gets an answer correct. The game will stop when the timer runs out and the user will be redirected to the results screen |  |
| Start, Stop Anagrams | Added the ability to start the anagram. By default an android phone will back out of, and stop the game by pressing the back button on the phone. |  |