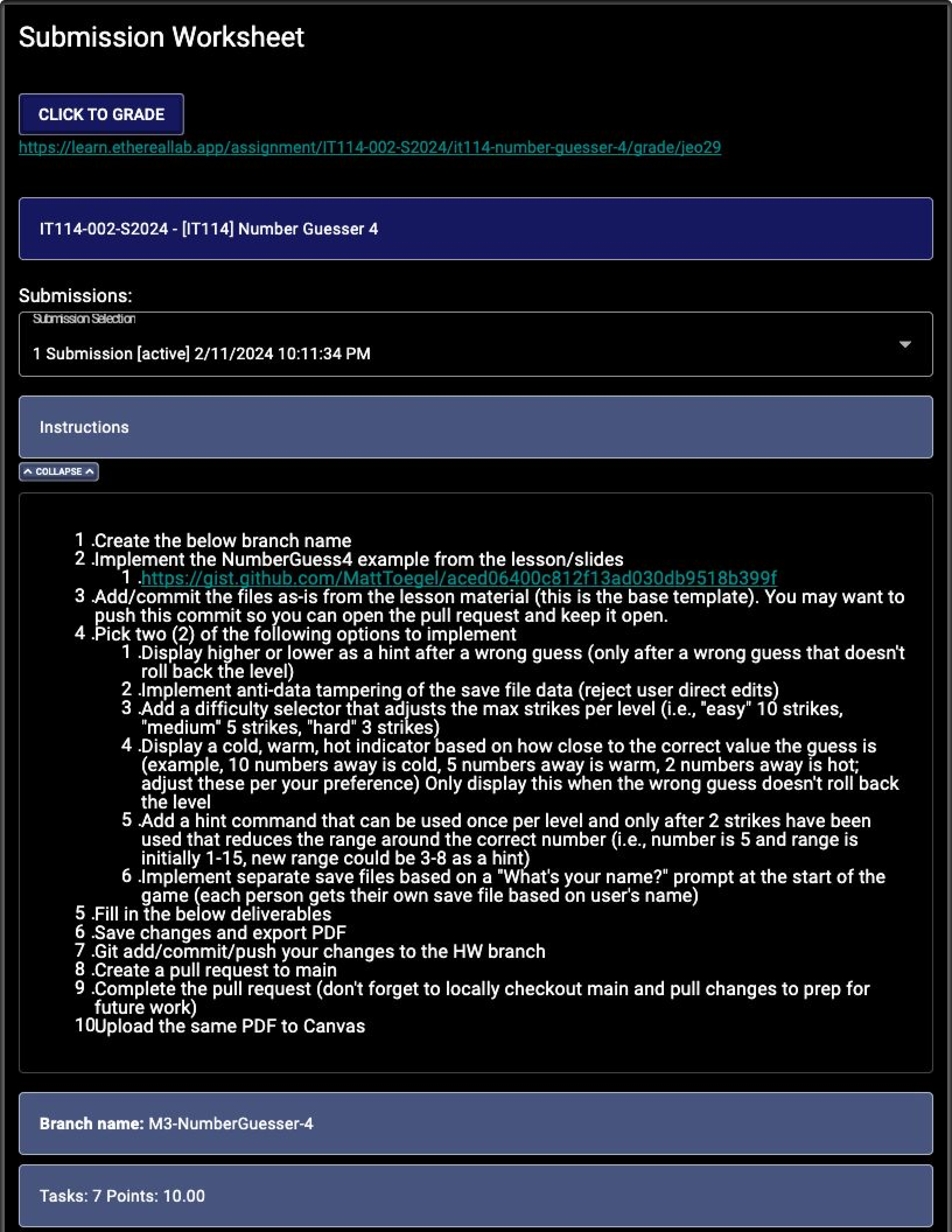


Submission Worksheet

https://learn.ethereallab.app/assignment/IT114-002-S2024/it114-number-guesser-4/grade/jeo29

IT114-002-S2024 - [IT114] Number Guesser 4

Submissions:

Submission Selection

1 Submission [active] 2/11/2024 10:11:34 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

COLLAPSE

Implementation 1 (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:

For your assignment, I picked the following option:

1. **Display a cold, warm, hot indicator based on how close to the correct value the guess is.** This feature provides immediate feedback to the user about how close their guess is to the target number. After each guess, the game calculates the difference between the guessed number and the target number. Categories of "cold" (far), "warm" (closer), "hot," (very close).

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)

Display a Cold/Warm/Hot Indicator

● Implementation 2 (4 pts.)

^ COLLAPSE ^

●

^ 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:

For your assignment, I picked the following option:

2. **Implement anti-data tampering of the saved file data (reject user direct edits).** To save the game's progress. This is achieved by adding two new methods.

●

^ COLLAPSE ^

Task #2 - Points: 1

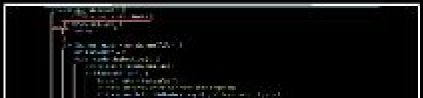
Text: 2+ Screenshots of code and demo

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)

Anti-Data Tampering

● 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:

I found difficulty figuring out the two options I wanted to implement how I wanted to go about doing so and why it would make sense to select these two implementations.

● ^ 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/jessicaodoom/jeo29-IT114-002.git

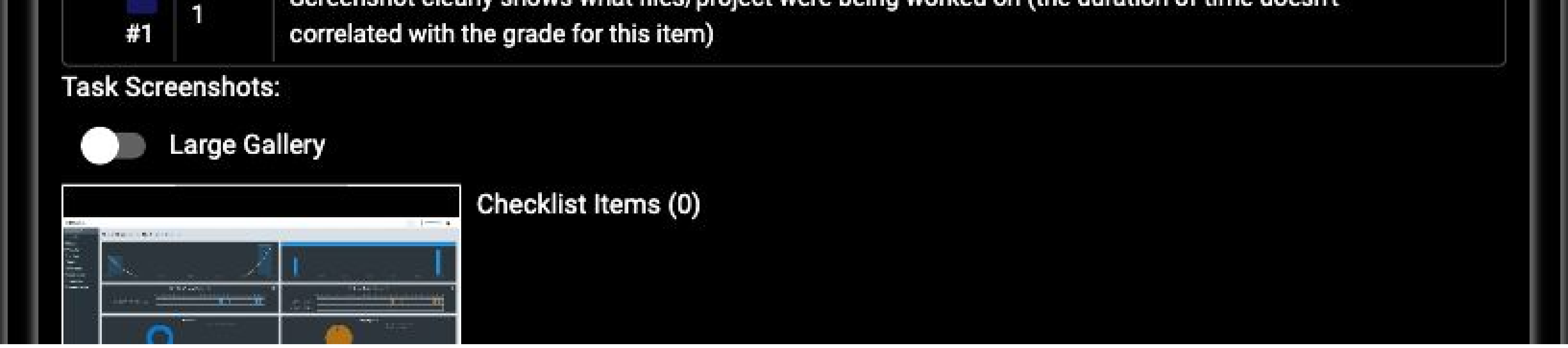
● ^ COLLAPSE ^

Task #3 - Points: 1

Text: Waka Time (or related) Screenshot

Checklist *The checkboxes are for your own tracking

#	Points	Details
□		Screenshot clearly shows what files/project were being worked on (the duration of time doesn't



#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:

○ Large Gallery

Checklist Items (0)