Project Write-up

Sections

- Introduction
  - What are you coding and why did you choose this Game?
  - How long did you spend, how many lines, classes, etc.....
  - Where on github is it located?
- Approach to Development
  - Concepts
  - Version Control
- Game Rules
- Description of Code
  - Organization
  - Classes
- Sample Input/Output
- Checkoff Sheet
- Documentation of Code
  - Things to Include in the Documentation - Enough of each of the following to show expertise
    - Flowchart
    - Pseudo-Code
    - UML Class Diagram of each class developed

Checkoff Sheet Contents

1. Container classes (Where in code did you put each of these Concepts and how were they used?
   1. Sequences (At least 1)
      1. list
      2. slist
      3. bit_vector
   2. Associative Containers (At least 2)
      1. set
      2. map
      3. hash
   3. Container adaptors (At least 2)
      1. stack
      2. queue
      3. priority_queue
2. Iterators
   1. Concepts (Describe the iterators utilized for each Container)
      1. Trivial Iterator
      2. Input Iterator
      3. Output Iterator
      4. Forward Iterator

        5.Bidirectional Iterator
        6.Random Access Iterator
3.Algorithms (Choose at least 1 from each category)
    1.Non-mutating algorithms
        1.for_each
        2.find
        3.count
        4.equal
        5.search
    2.Mutating algorithms
        1.copy
        2.Swap
        3.Transform
        4.Replace
        5.fill
        6.Remove
        7.Random_Shuffle
    3.Organization
        1.Sort
        2.Binary search
        3.merge
        4.inplace_merge
        5.Minimum and maximum