

**Software Development**

**Problem Based Learning**

**“Morra” Game**

**Group J**

**Individual Report**

Course Title: Higher Diploma in Science in Computing (Software Development)

Date of Submission: 14/04/2020

Lecturer: Adriana E. Chis

Student: Michele Di Benedetto x19189141

**Individual Report**

By Michele Di Benedetto

**Short Summary**

I really enjoyed the process of the development of this project. I engaged in the successful and efficient implementation of this application and successfully participated in the activity as a part of the team. During the workload division, I was delegated to complete several parts of the project on my own. I have designed the Class Diagram for the better visual representation of the game app, also I have structured a short summary of the rules of the game. The summary is displayed for the informative purposes for the user. I have fully implemented MorraGameApp and Game classes and participated in some parts of the GameManager class composition. In the GameManager class I designed several elements, such as: startup(), startGame(), updateGameHistory(), displayWelcome(), displayRoundCounter(), displayInfoCurrentRound(), display(), displayMessage(), displayInfoRequest(), displayWarning() and displaySubMessage().