

**Software Development**

**Problem Based Learning**

**“Morra” Game**

**Group J**

**Individual Report**

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

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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 I 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()
* displaySubMessage().

As already reported in the general report my team members