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CS172

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Final Project Individual Summary

This project took a lot of work and deep thinking to make the design. Initially, I did not think this hangman project would be too difficult because we had our code from last semester. However, thinking through how to put it into a class was pretty difficult. It was hard to think through what would be in the class and what would be in main. We all discussed this and decided on making a play word function for the bulk of our code.

I helped in many different ways as needed. David did most of the functionality coding, although Shaun and I also gave input and discussed it with him. I found 4 lists of words that we use in the program. We read in the files and randomly select a word in the file to play hangman with. Shaun used python to find lists of words, but the words were very uncommon, so we use those as a hard difficulty, and the lists I found are for the specific number of letters that the user wants. Shaun being able to use python with a little help from Joseph taught me that knowing c++ makes it easier to learn other programming languages.

I also commented the code for the word.cpp file. This was the longest file, which contained most of the functionality code, including the play word function. Doing this made me have to understand what each line of code did for the program. This was hard since David had done most of the hard coding, but it was good for my overall understanding of the design and the program as a whole.

I had the idea for and helped implement code that allows the user to play again if they want, or exit the game if they are done playing. This makes it easier for the user to keep playing if they want to, because who would only want to play hangman once? The user is able to choose whichever option they want every time they elect to play again.

I learned through working in a group that communication is really important. I thought I had told David that I was going to work on a certain part of the code, so I started working on it. However, I found out later that he was already done with it. It was frustrating because I realized I spent a good amount of time doing work that was already done. It was hard to really split up the work evenly, partly because David has the most programming knowledge out of us, but also because he would just do stuff without letting us know. I didn’t really know what to work sometimes, which was frustrating. Overall though, I think we did a decent job making sure everyone could do something, and we were able to finish our coding in a timely matter.