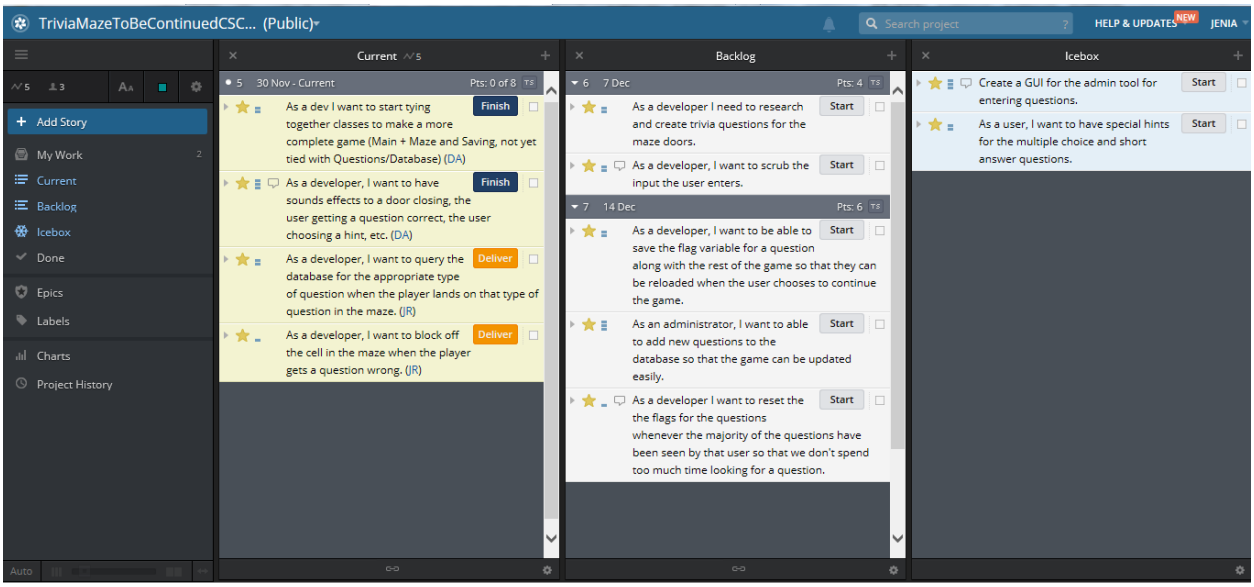
CSCD 350 Software Engineering

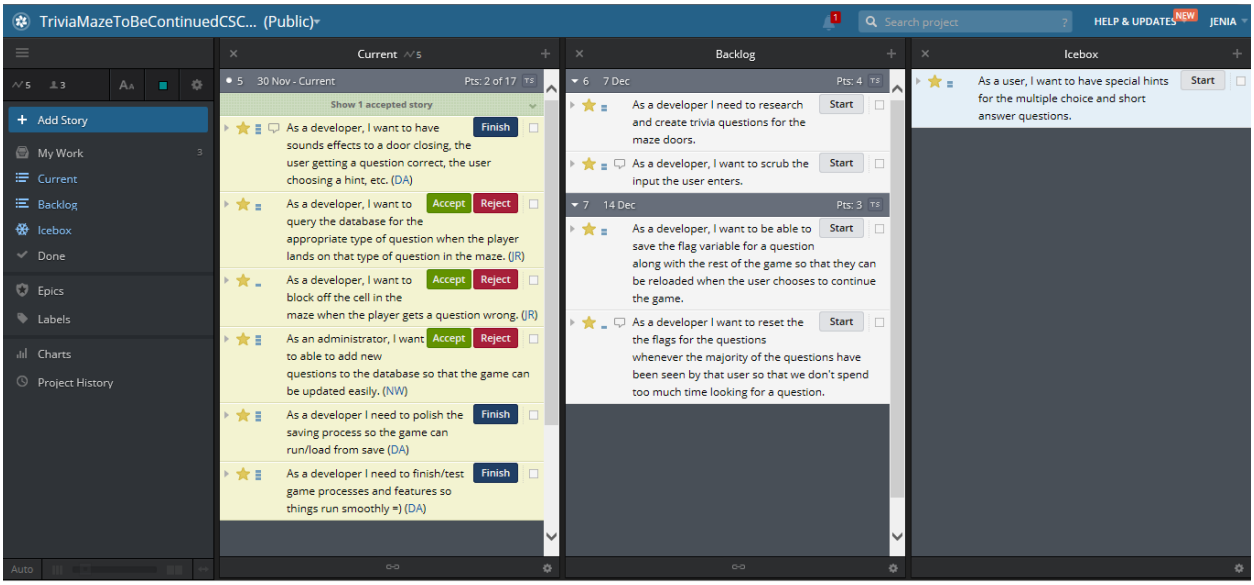
End of 4th Iteration

Jenia's work for Iteration 4:

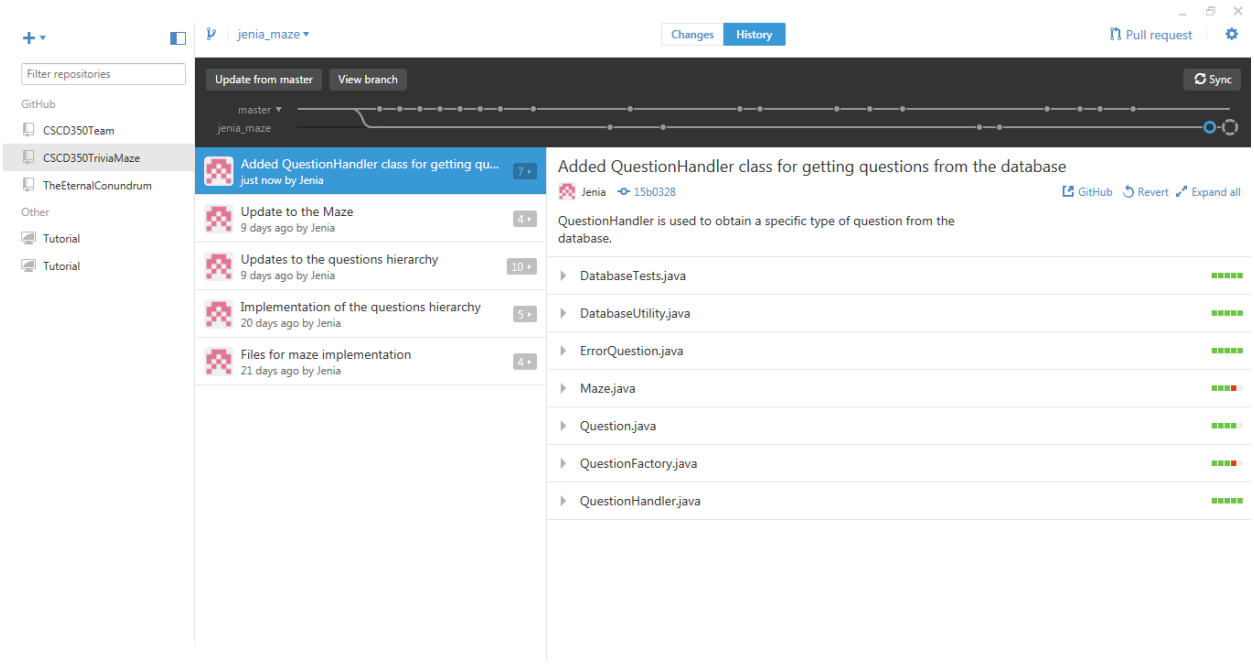
Delivering user stories:



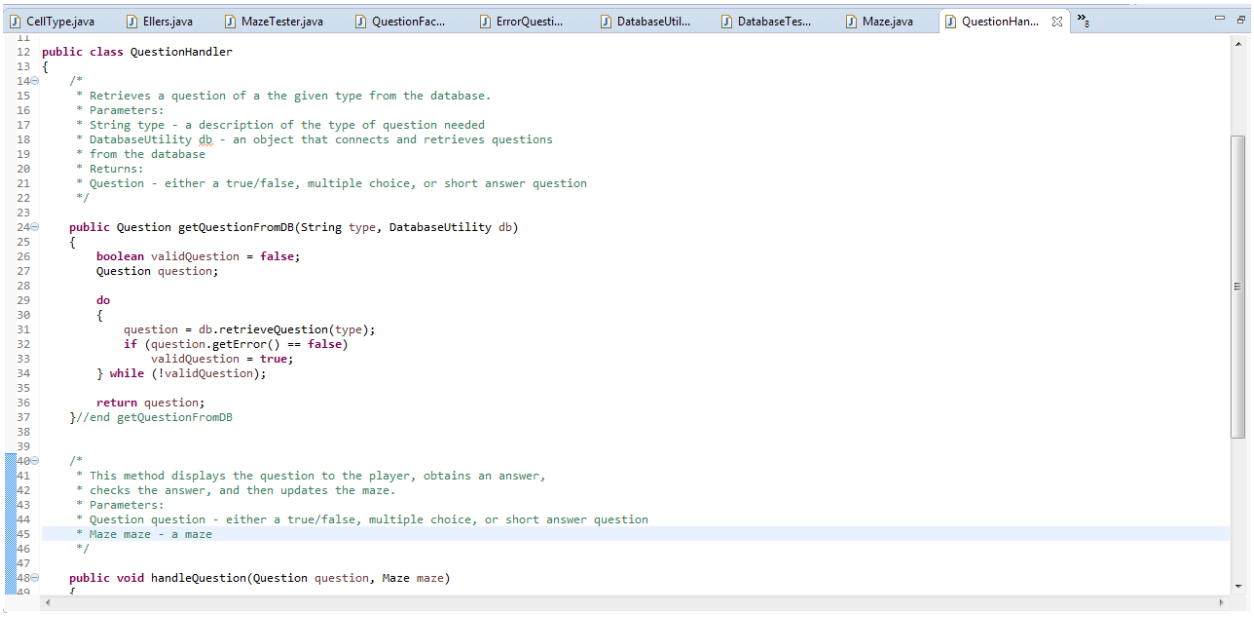
Stories accepted:

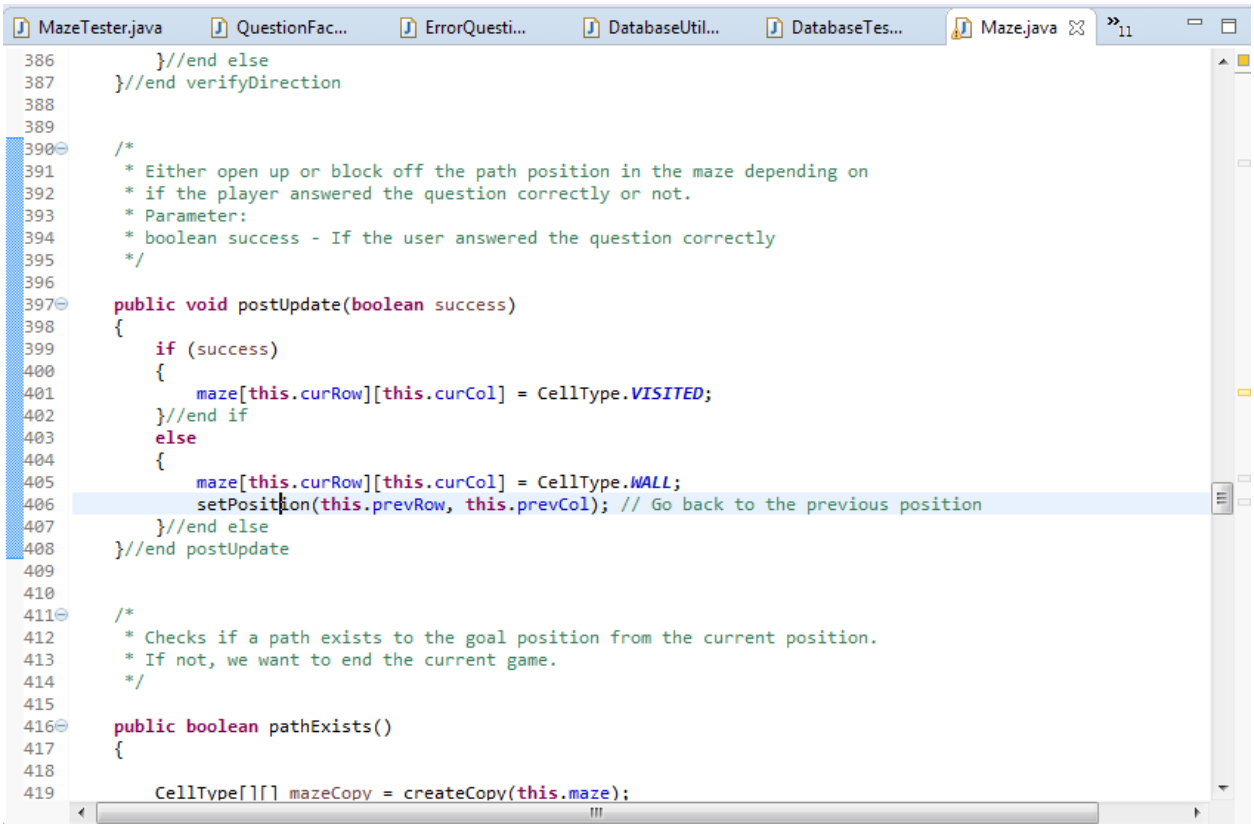


Committing the changes to GitHub:

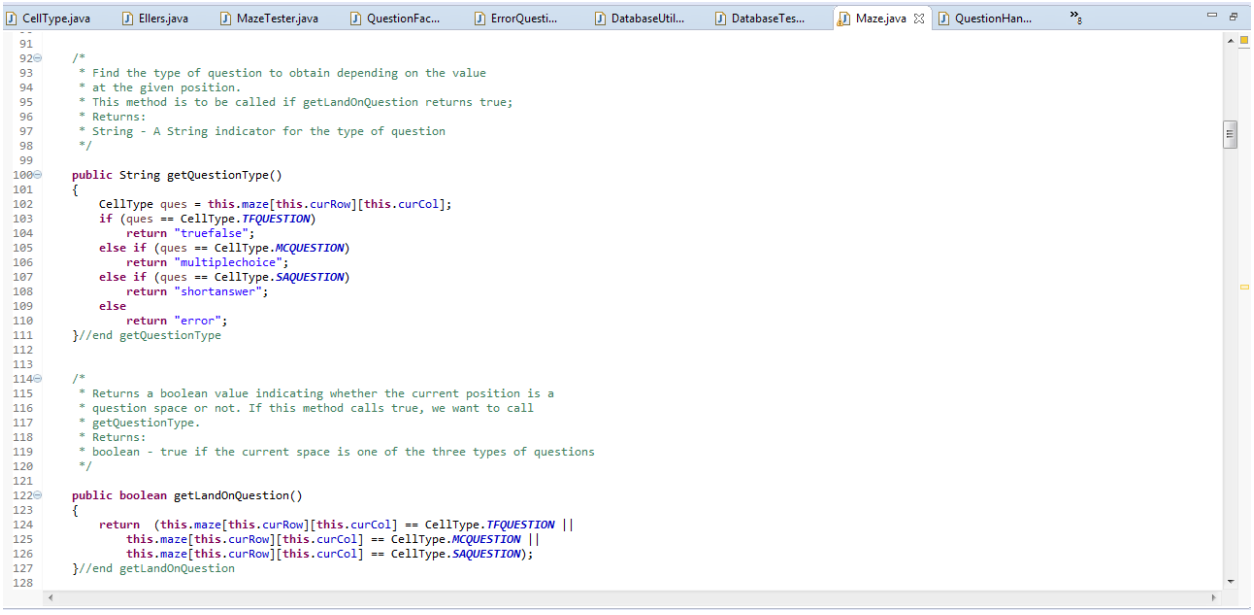


Code Snippets:

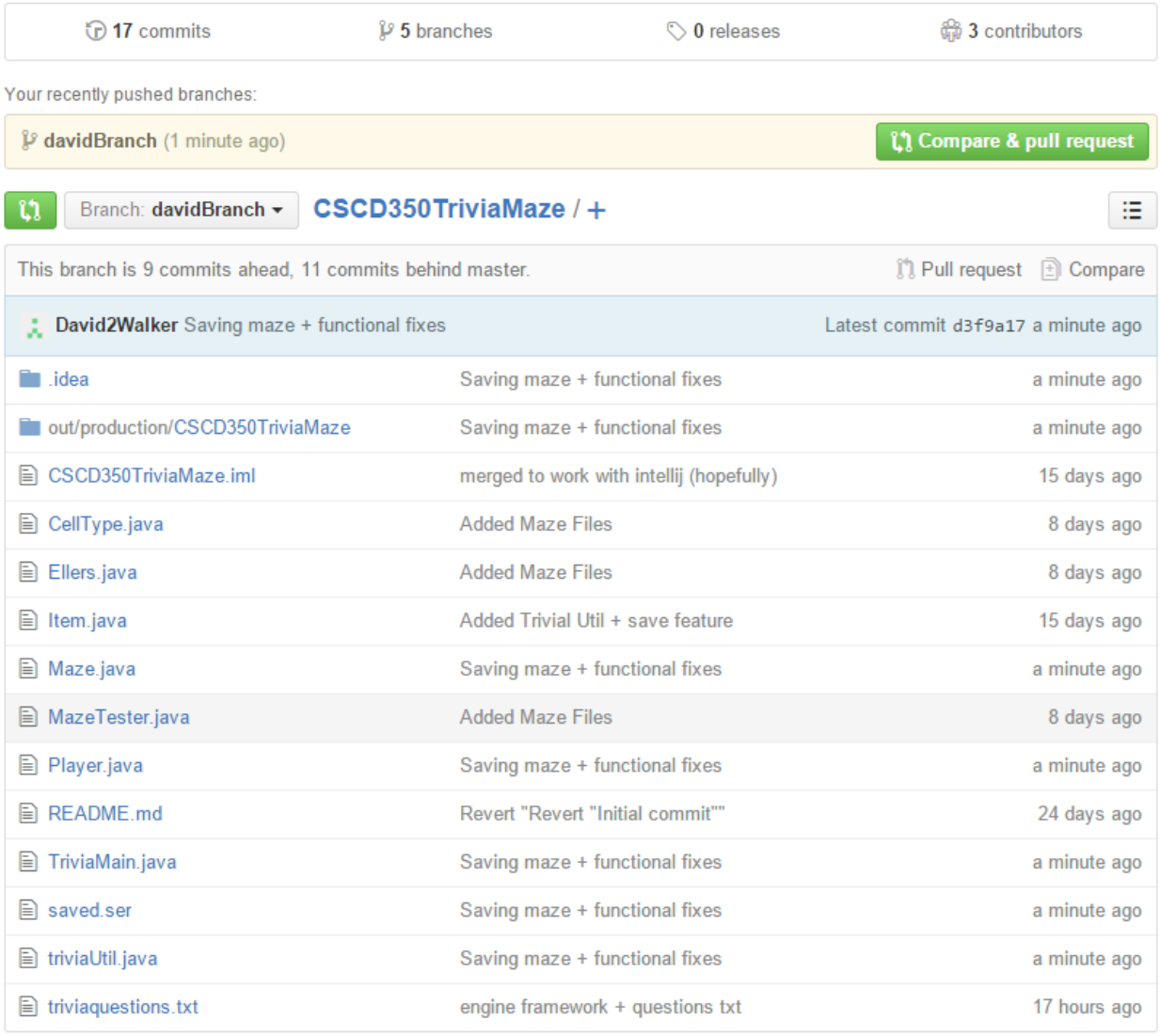




```
386         }//end else
387     }//end verifyDirection
388
389
390     /*
391      * Either open up or block off the path position in the maze depending on
392      * if the player answered the question correctly or not.
393      * Parameter:
394      * boolean success - If the user answered the question correctly
395      */
396
397     public void postUpdate(boolean success)
398     {
399         if (success)
400         {
401             maze[this.curRow][this.curCol] = CellType.VISITED;
402         }//end if
403         else
404         {
405             maze[this.curRow][this.curCol] = CellType.WALL;
406             setPosition(this.prevRow, this.prevCol); // Go back to the previous position
407         }//end else
408     }//end postUpdate
409
410
411     /*
412      * Checks if a path exists to the goal position from the current position.
413      * If not, we want to end the current game.
414      */
415
416     public boolean pathExists()
417     {
418
419         CellType[][] mazeCopy = createCopy(this.maze);
```



```
91
92      /*
93       * Find the type of question to obtain depending on the value
94       * at the given position.
95       * This method is to be called if getLandOnQuestion returns true;
96       * Returns:
97       * String - A String indicator for the type of question
98       */
99
100     public String getQuestionType()
101     {
102         CellType ques = this.maze[this.curRow][this.curCol];
103         if (ques == CellType.TFQUESTION)
104             return "truefalse";
105         else if (ques == CellType.MCQUESTION)
106             return "multiplechoice";
107         else if (ques == CellType.SAQUESTION)
108             return "shortanswer";
109         else
110             return "error";
111     }//end getQuestionType
112
113
114     /*
115      * Returns a boolean value indicating whether the current position is a
116      * question space or not. If this method calls true, we want to call
117      * getQuestionType.
118      * Returns:
119      * boolean - true if the current space is one of the three types of questions
120      */
121
122     public boolean getLandOnQuestion()
123     {
124         return  (this.maze[this.curRow][this.curCol] == CellType.TFQUESTION ||
125             this.maze[this.curRow][this.curCol] == CellType.MCQUESTION ||
126             this.maze[this.curRow][this.curCol] == CellType.SAQUESTION);
127     }//end getLandOnQuestion
128
```



Example run of starting up the game and saving the maze + player info

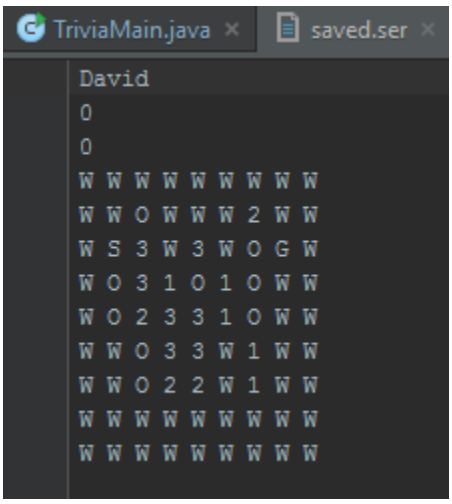
"C:\Program Files (x86)\Java\jdk1.8.0_40\bin\java"
What would you like to do?
1) Load saved game
2) Start a new game
2
Before Find Path
W W W W W W W W W
W W W W W W W W W
W S O W O W O G W
W W O W O W O W W
W W O O O O O W W
W W W W O W O W W

```
W W O O O W O W W
W W W W W W W W W
W W W W W W W W W

BEFORE setting the final maze!
W W W W W W W W W
W W O W W W O W W
W S . W # W . G W
W O . O # O . W W
W O . . . . . W W
W W O O # W O W W
W W # # # W O W W
W W W W W W W W W
W W W W W W W W W

After setting the final maze!
W W W W W W W W W
W W O W W W 2 W W
W S 3 W 3 W O G W
W O 3 1 O 1 O W W
W O 2 3 3 1 O W W
W W O 3 3 W 1 W W
W W O 2 2 W 1 W W
W W W W W W W W W
W W W W W W W W W

curRow = 2  curCol = 1
Total number of possible paths to the end: 364
W W W W W W W W W
W W O W W W 2 W W
W S 3 W 3 W O G W
W O 3 1 O 1 O W W
W O 2 3 3 1 O W W
W W O 3 3 W 1 W W
W W O 2 2 W 1 W W
W W W W W W W W W
W W W W W W W W W

What's your name?
David
What would you like to do?
1) Traverse Maze
2) Save Game
3) Quit without saving
2
Would you like to overwrite your save? (Y/N)
Y
What would you like to do?
```

1) Traverse Maze
2) Save Game
3) Quit without saving
3

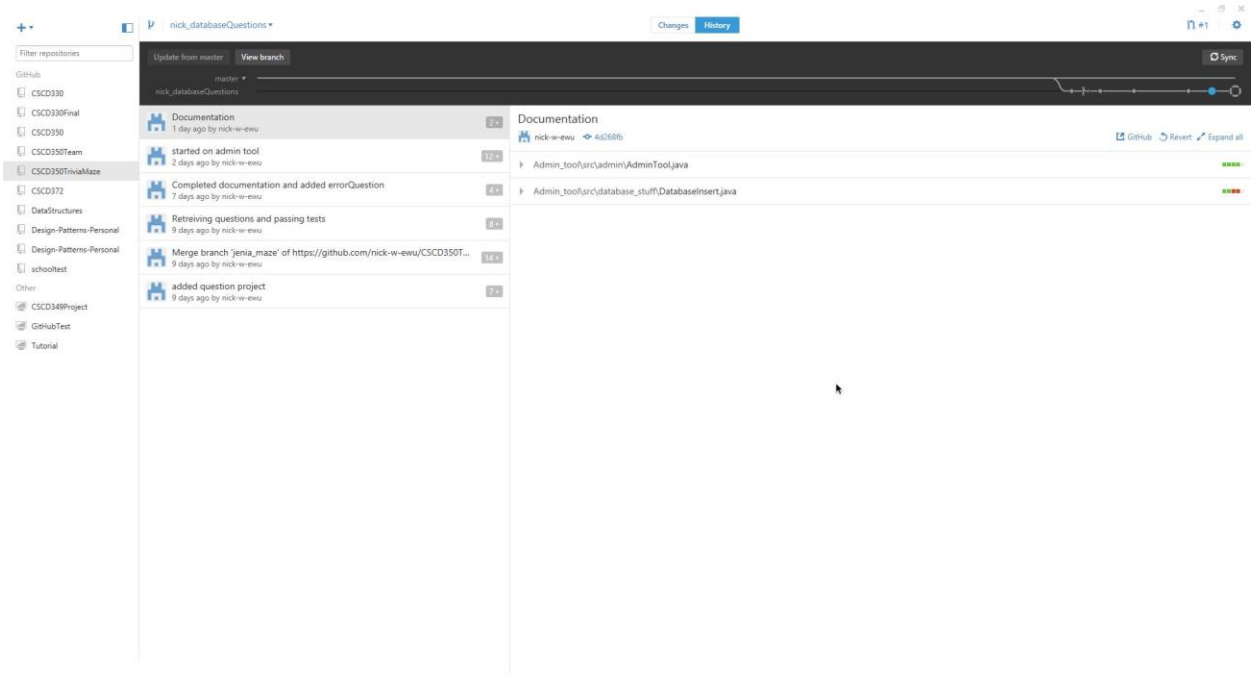
Process finished with exit code 0

Picture of the saved .ser file

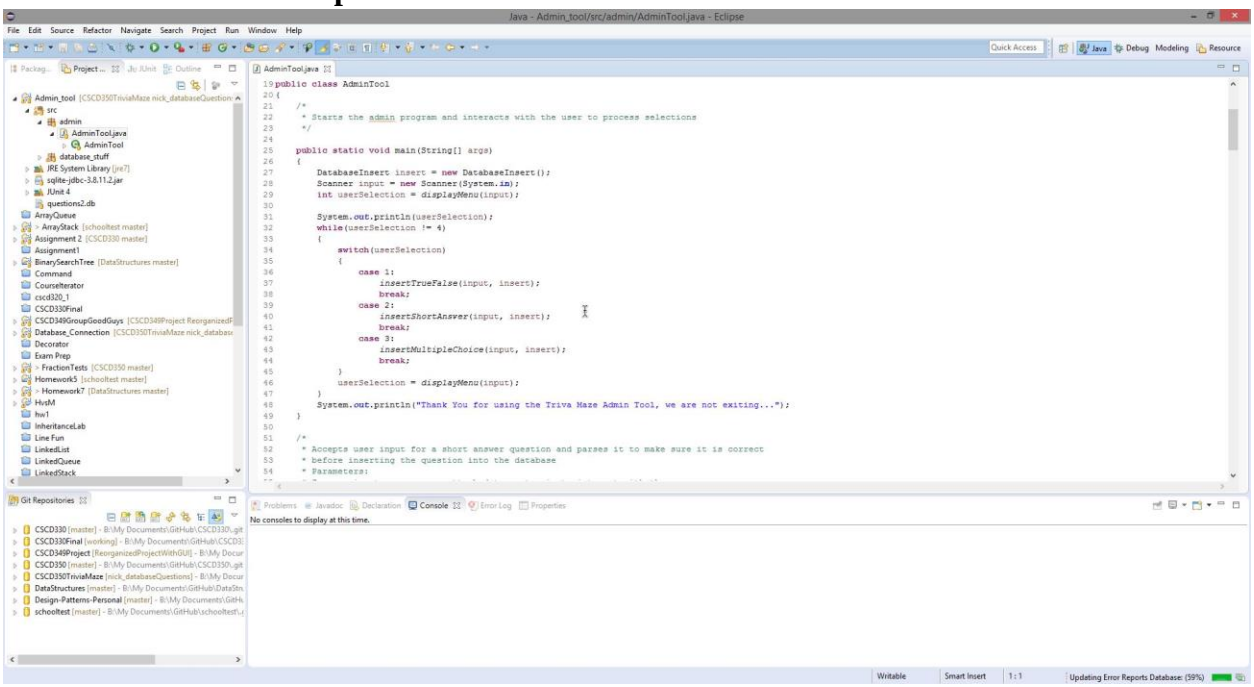


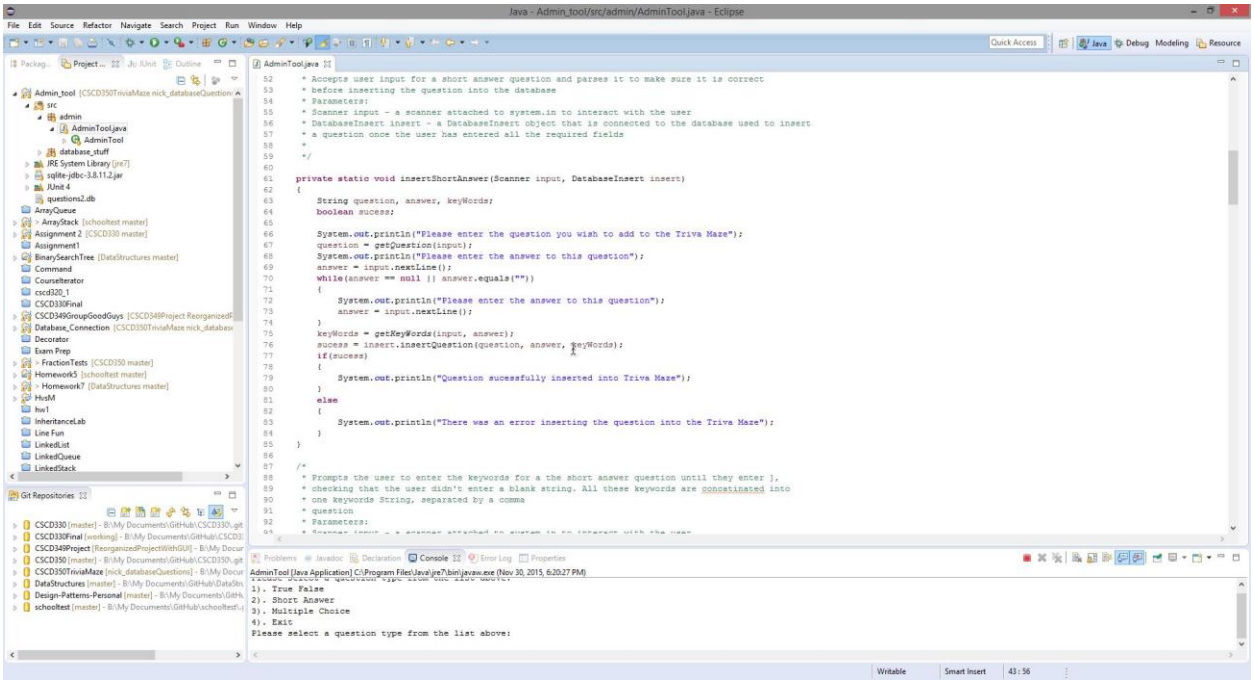
Nick's 4th Iteration

GitHub Branch



Admin Tool Code Examples





Admin Tool Running, Main Menu

Pivotal Tracker, Admin Tool Story Finished