Lab 06 BOP-IT

Lab# 6

Section B

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**Lab Problem**

The purpose of this lab was to combine all of our knowledge of loops and conditionals to recreate the game of bop it with the DS4 controllers. We needed to factor in random button pushes as well as a countdown timer for the game so that it didn’t simply run forever.

**Analysis**

Incremental development is going to be the key to the success of this lab. The easiest thing to start with is going to be the basic gameplay to start, and then factor in the timer aspect after the game can be played. Then I should have a functioning BOP-IT game with a DS4 controller

**Design**

We were given a basic skeleton without methods and variables, so that was going to be an important step. I managed to put everything within the main method, so I did not need to use helper methods within the file. I had a lot of looping and conditionals to check that the player makes the correct moves and does it within the time limit.

**Testing**

//Need to write

**Comments**

//Need to write