

### Group Participation Report (Iteration One)

For Iteration One of our group project, we are starting on the fundamentals of our game “Full House - 1” all team members contributed collaboratively to ensure the completion of the required components. Josh took the lead on creating the UML diagrams, using his strength in visual design and system planning. His work provided a solid foundation for the rest of the development process.

Once the UML diagrams were finalized, the rest of the team (Parth, Kyle, and Kengo) worked together to begin implementing the code. This involved creating our object classes based on the diagrams and incorporating them into the appropriate files. We ensured that our code followed the specified standards, including proper commenting, indentation, formatting, etc.

The workload was evenly distributed among the three of us as we developed the classes and added their contents. Throughout the process, we maintained open communication, regularly reviewing each other’s contributions, providing constructive feedback, and making corrections as necessary. Overall, our collaboration allowed us to complete Iteration One efficiently and effectively.

Name	Participation Percentage
Parth Patel	25
Josh Mumford	25
Kengo Hudson	25
Kyle Beard	25

## Requirements:

Requirement#	Requirement	Priority	Planned Iteration	Status
1	When the player types "?", a list of commands will pop up describing what they can do in a certain room/area.	1	1	Planned
2	The player shall be able to navigate from one room to another by typing the room name if the rooms are "next" to one another.	1	1	Planned
3	The player will receive a limited amount of hints that they must use wisely when they type "hint".	3	3	Planned
4	The player shall be prompted with textual descriptions of each room and then "What will you do now?", then allowing the player to input their command.	1	1	Complete
5	When the player finds a clue searching the right item and inputting the proper command, the user will then be granted a clue and allowed to move on from the room.	1	1	Planned
6	When the player collects 12 clues, they shall then enter the King suite in which the final clue will be located after a puzzle-like minigame thus winning the game.	1	1	Planned
7	As the player progresses through the game, inputting commands to solve puzzles or move between rooms, these "moves" shall be tallied and kept	3	3	Planned

	track of.			
8	The player shall make more than the allotted moves in a given game, 30-40, the user shall then lose the game.	3	3	Planned
9	The user shall enter the Slot Machine room and solve the code puzzle and receive a clue	2	2	Planned
10	The user will have to win ⅔ games of blackjack against the dealer to receive one of the main puzzles.	2	2	Planned
11	The user will have to talk to someone at the beverage center. After some talks, they will have to look around and look for a clue that leads them to a hidden room. The user will obtain a card in the hidden room.	2	2	Planned
12*	The user shall Go to the roulette table where a short dialogue between the user and the dealer will occur, making the user aware of the puzzle at the table. The user will then guess the right code and be rewarded with a clue.	2	2	Planned
13	The user shall be shown a short sentence describing oddities in a room upon entering that has a “keyword clue”, a clue that can be solved by typing where it is hidden. The user shall then type this keyword and receive a clue.	3	3	Planned