# Readme File for Final Evaluations

**Programmer**: Rachel Liu

1. File to open and run:

Folder:

Final Project - Liu\_Rachel

File:

GrowBeyond\_Final

1. Any bugs and crashes to watch for:

After the user responds to a question and is given the option to play again or to continue to the next question, there is slight obtrusive flickering until the user clicks to play again or to attempt the next question. However, the flickering does not affect the function of the program; instead it gives my program character, in relation to my program's theme (outerspace).

1. Concepts/skills included that you are proud of:

* The smooth and successful transitions from the menu to the English and Math sub menus into the games within each sub menu and vice versa.
* The incorporation of a second mouse command (right click) to return to the main menu from the sub menus
* The animated introduction after the user either clicks English or Math in the main menu which features a variety of stars, graphics from within the games and the name of those games
* The frequency and the thoroughness in displaying the user's name and star colour
* The incorporation of procedures from the beginning of the program to the end of the program
* Giving users the opportunity to play each game twice in the game Word It Up, with a graphic to symbolize they are on their second try

1. Self taught Concepts/skills included:

* The function and purpose of procedures
* Methods to stop music from playing when it is demanded by the user
* The function and purpose of processes
* The function and purpose of arrays (stores characters)
* Mousewhere ("multibutton") command which allows the user to both right and left click
* The Draw.ThickLine graphic command to draw lines of different thickness
* The Pic.FileNew picture importing command to import pictures from the same folder as my program into the program
* The Pic.Scale picture scaling command to resize the image found online to fit into my program
* The Draw.Text command which displays words I enter into specific fonts, font sizes, location and colors
* View.Update command which updates the screen to accommodate layering of different graphics