# Independent Study Project – Checkpoint 1

## Purpose

To create a product that engages you and that you would be proud to share to a public audience.

Along the way, you will develop your ability to problem-solve using a variety of strategies, to implement a solution in code, to manage source code using accepted industry practices, and to plan and meet commitments for project milestones.

## Evaluation

As described in January, I am now taking a standards-based approach to evaluating your progress in the course.

What does that mean?

It means that I value the *process* of your work on this ISP as much as your *product.*

It means that I am looking, quite simply, for you to provide evidence of having met the expectations listed.

To that end: using your commits on GitHub, and your posts on Sesame, how would *you* evaluate your progress so far?

You probably will not have yet demonstrated *all* of the expectations, but have you hit some? How often?

For each expectation shown on the following pages:

1. Provide links(s), optionally with brief explanatory text to specific parts of a commit in your source control history
2. Give yourself a 1 to 5 star rating

## Curriculum Expectations

### A1. Data Types and Expressions Demonstrate the ability to use different data types, including one-dimensional arrays, in computer programs;

**A1.1** use constants and variables, including integers, floating points, strings, and Boolean values, correctly in computer programs;

ASCII, Unicode) to internally represent data and store information;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/80e68d66264ebe6c8a5dd86086fb39df318645ab/Car%20park%20game/GameScene.swift#L81-L116>  brief explanation |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/80e68d66264ebe6c8a5dd86086fb39df318645ab/Car%20park%20game/GameScene.swift#L63-L64> |

**Overall rating on this standard**: ✩ ✩ ✩ ✩

**A1.3** use assignment statements correctly with both arithmetic and string expressions in computer programs;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/80e68d66264ebe6c8a5dd86086fb39df318645ab/Car%20park%20game/GameScene.swift#L63-L64> |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L179-L180> |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L152-L154> |

**Overall rating on this standard**: ✩ ✩ ✩ ✩

**A1.4** demonstrate the ability to use Boolean operators (e.g., AND, OR, NOT), comparison operators (i.e., equal to, not equal to, greater than, less than, greater than or equal to, less than or equal to), arithmetic operators (e.g., addition, subtraction, multiplication, division, exponentiation, parentheses), and order of operations correctly in computer programs;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/56c2f20526b2dc21b49b78f6e67469b25492ff60/Car%20park%20game/GameScene.swift#L38-L48>  equals |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/80e68d66264ebe6c8a5dd86086fb39df318645ab/Car%20park%20game/GameScene.swift#L49-L50>  greater than and less than |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A1.5** describe the structure of one-dimensional arrays and related concepts, including elements, indexes, and bounds;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/2b9fd2516a9827aceca93e751e869c071bf908f6/Car%20park%20game/GameScene.swift#L12-L17> |
| var array = [1,2,3,4,5] |

**Overall rating on this standard**: ✩ ✩ ✩ ✩

**A1.6** write programs that declare, initialize, modify, and access one-dimensional arrays.

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L84-L89> |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L106> |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

### A2. Control Structures and Simple Algorithms Demonstrate the ability to use control structures and simple algorithms in computer programs;

**A2.1** write programs that incorporate user input, processing, and screen output;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/80e68d66264ebe6c8a5dd86086fb39df318645ab/Car%20park%20game/GameScene.swift#L73-L121> |
| The user hits and arrow key and the game responds accordingly |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A2.2** use sequence, selection, and repetition control structures to create programming solutions;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L149>  uses if statement to check hit detection |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L176-L189>  uses if to check if key is pressed |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L118-L120>  if statement that makes sure car doesn’t accelerate to fast |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L140>  for loop |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A2.3** write algorithms with nested structures (e.g., to count elements in an array, calculate a total, find highest or lowest value, or perform a linear search).

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L141-L146>  nested if statements |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L176-L189>  nested if statments |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

### A3. Subprograms Demonstrate the ability to use subprograms within computer programs;

**A3.1** demonstrate the ability to use existing sub-programs (e.g., random number generator, substring, absolute value) within computer programs;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/2b9fd2516a9827aceca93e751e869c071bf908f6/Car%20park%20game/GameScene.swift#L108>  absolute value and cos |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L228-L229>  sin and cos |

**Overall rating on this standard**: ✩ ✩ ✩ ✩

**A3.2** write subprograms (e.g., functions, procedures) that use parameter passing and appropriate variable scope (e.g., local, global), to perform tasks within programs.

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L113-L161>  update function  uses variables to move the car |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L166-L244>  key pressed function  uses variable to turn car |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

### A4. Code Maintenance Use proper code maintenance techniques and conventions when creating computer programs.

**A4.1** demonstrate the ability to identify and correct syntax, logic, and run-time errors in computer programs;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| ../../Screen%20Shot%202017-05-20%20at%209.42.30%20PM.png  used the wrong syntax to write this should be setScale(0.3) |
| ../../Screen%20Shot%202017-05-20%20at%209.42.46%20PM.png  it should be two “” not “’ |
| ../../Screen%20Shot%202017-05-20%20at%209.42.58%20PM.png  missed the () |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A4.2** use workplace and professional conventions (e.g., naming, indenting, commenting) correctly to write programs and internal documentation;   
 (also includes use of source control)

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L139> |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L133> |
| <https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L116> |
| https://github.com/rsgc-schaffer-j/ISP-Car-game/blob/9130c9636d8d4a0cba852549e13a1caf3be825c3/Car%20park%20game/GameScene.swift#L83 |

**Overall rating on this standard**: ✩ ✩ ✩

**A4.3** demonstrate the ability to interpret error messages displayed by programming tools (e.g., compiler, debugging tool), at different times during the software development process (e.g., writing, compilation, testing);

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| ../../Screen%20Shot%202017-05-20%20at%209.45.34%20PM.png  this gave me a runtime error to figure this out I had to use the debugger and realized it needed to be if not while |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A4.4** use a tracing technique to understand program flow and to identify and correct logic and run-time errors in computer programs;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| It is on Sesame, I could not get the link to work |
| ../../Screen%20Shot%202017-05-20%20at%209.45.34%20PM.png |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**A4.5** demonstrate the ability to validate a program using a full range of test cases.

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| To test how it works I move forward and turn the car 360 degrees. Then I test it backwards then I test it move forward and one turn right then forward one turn till 360 is done. Then I do that backwards. |
| To test hit detection, I hit the car against the different walls at different location and at different angles. |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

### B1. Problem-solving Strategies Use a variety of problem-solving strategies to solve different types of problems independently and as part of a team;

**B1.1** use various problem-solving strategies (e.g., stepwise refinement, divide and conquer, working backwards, examples, extreme cases, tables and charts, trial and error) when solving different types of problems;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| To make the car turn on a radius I used many methods such as loops many variables and then after some research I found cos and sin function in XCode |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

**B1.2** demonstrate the ability to solve problems independently and as part of a team;

| Evidence: provide link(s) where possible, optionally provide brief explanatory text, add rows as needed |
| --- |
| I was having trouble adding pictures to my program so I asked a friend for help and they showed me the correct method and then I was able to use that for the rest of my coding |
|  |

**Overall rating on this standard**: ✩ ✩ ✩ ✩ ✩

## Comments and Proposal for Level of Achievement

Understanding that this is a checkpoint 2/3 of the way into the ISP, and that mastery of all standards is not expected at this point in time, what do you suggest as your current level of achievement? Why?

I feel I have finished this game to about 95% the only parts missing are extra levels however the level made is a proof of concept showing that more levels are possible however not designed. As well I think I showed mastery of all concepts.