Submission Worksheet

CLICK TO GRADE

https://learn.ethereallab.app/assignment/IT114-004-S2024/it114-number-guesser-4/grade/rn364

IT114-004-S2024 - [IT114] Number Guesser 4

Submissions:

Submission Selection

1 Submission [active] 2/12/2024 11:16:15 PM

Instructions

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1 .Create the below branch name
2 .Implement the NumberGuess4 example from the lesson/slides
    1 .https://gist.github.com/MattToegel/aced06400c812f13ad030db9518b399f
3 .Add/commit the files as-is from the lesson material (this is the base template). You may want to push this commit so you can open the pull request and keep it open.
4 .Pick two (2) of the following options to implement
    1 .Display higher or lower as a hint after a wrong guess (only after a wrong guess that doesn't roll back the level)
    2 .Implement anti-data tampering of the save file data (reject user direct edits)
    3 .Add a difficulty selector that adjusts the max strikes per level (i.e., "easy" 10 strikes, "medium" 5 strikes, "hard" 3 strikes)
    4 .Display a cold, warm, hot indicator based on how close to the correct value the guess is (example, 10 numbers away is cold, 5 numbers away is warm, 2 numbers away is hot; adjust these per your preference) Only display this when the wrong guess doesn't roll back the level
    5 .Add a hint command that can be used once per level and only after 2 strikes have been used that reduces the range around the correct number (i.e., number is 5 and range is initially 1-15, new range could be 3-8 as a hint)
    6 .Implement separate save files based on a "What's your name?" prompt at the start of the game (each person gets their own save file based on user's name)
5 .Fill in the below deliverables
6 .Save changes and export PDF
7 .Git add/commit/push your changes to the HW branch
8 .Create a pull request to main
9 .Complete the pull request (don't forget to locally checkout main and pull changes to prep for future work)
10Upload the same PDF to Canvas

Branch name: M3-NumberGuesser-4

Tasks: 7 Points: 10.00

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Implementation 1 (4 pts.)

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Task #1 - Points: 1

Text: Chosen Option and Details

Checklist

*The checkboxes are for your own tracking

#	Points	Details
#1	1	Mention which option you picked
#2	1	Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets

Response:

1 .Display higher or lower as a hint after a wrong guess (only after a wrong guess that doesn't roll back the level)
2 .Did a if/else and if the guess was greater than the number it would give a hint.

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Task #2 - Points: 1

Text: 2+ Screenshots of code and demo

Checklist

*The checkboxes are for your own tracking

#	Points	Details
#1	1	Show implementation working by running the program
#2	1	Clearly caption the screenshot of what you're showing
#3	1	The code screenshot(s) clearly show the code specific to the feature
#4	1	A comment with the UCID/date is visible near the code change(s)

Task Screenshots:

Large Gallery

Checklist Items (0)

Display guess high or low

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Implementation 2 (4 pts.)

COLLAPSE

Task #1 - Points: 1

Text: Chosen Option and Details

Checklist

*The checkboxes are for your own tracking

#	Points	Details
#1	1	Mention which option you picked
#2	1	Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets

Response:

1 .Display a cold, warm, hot indicator based on how close to the correct value the guess is (example, 10 numbers away is cold, 5 numbers away is warm, 2 numbers away is hot; adjust these per your preference) Only display this when the wrong guess doesn't roll back the level
2 .I made another variable which was the difference of the guess and the number and made a condition. that if they were less than the number assigned it would indicate their temperature.

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Task #2 - Points: 1

Text: 2+ Screenshots of code and demo

Checklist

*The checkboxes are for your own tracking

#	Points	Details
#1	1	Show implementation working by running the program
#2	1	Clearly caption the screenshot of what you're showing
#3	1	The code screenshot(s) clearly show the code specific to the feature
#4	1	A comment with the UCID/date is visible near the code change(s)

Task Screenshots:

Large Gallery

Checklist Items (0)

Difference, hot, cold, warm

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Misc (2 pts.)

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Task #1 - Points: 1

Text: Reflection

Checklist

*The checkboxes are for your own tracking

#	Points	Details
#1	1	Example prompts: Learn anything new? Face any challenges? How did you overcome and issues?
#2	1	At least a few logical sentences related to the assignment.

Response:

I actually was brought back to remembrance a few code lesson I learnt a while ago. Yes I had the answer in my head but doing it was the hard part. Thought I had help it was similar to what I was thinking about.

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Task #2 - Points: 1

Text: Pull Request URL

Details:
URL should end with /pull/# where the # is the actual pull request number.

URL #1
https://github.com/ryann2n/rn364-IT114-004/pull/3

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Task #3 - Points: 1

Text: Waka Time (or related) Screenshot

Checklist

*The checkboxes are for your own tracking

#	Points	Details

☐ #1	1	Screenshot clearly shows what files/project were being worked on (the duration of time doesn't correlated with the grade for this item)

Task Screenshots:

Large Gallery

Checklist Items (0)