

Keari Bjorgum

I was in charge of creating the functional ThingSpeak code so players can play remotely and the celebratory audio (reach goal #1) played whenever a player rolled a yahtzee. I also helped out with the table scoring. For the remote play programming, I created the functions that updated the player's score during their turn and wrote the relevant score and index into the ThingSpeak channel. After a player scored their turn, a loop would run and consistently read the ThingSpeak channel until it updated with the opponent's score, then ending the loop and allowing the player to make their turn. This was definitely a difficult but fascinating challenge to try to implement into the game, and I am proud to have been able to contribute this to the project.

Team members Sakura Chiwata, Christopher Nguyen, and Aashi Venkat agree that Keari Bjorgum completed these tasks in a timely manner, with the utmost quality in her work.

Sakura Chiwata

I contributed to the project by programming the basic functions to calculate scores for the score table, implementing the background music and its button to mute/unmute the music, and creating a functional local mode. I utilized if and else statements so that the program can run separately from the ThingSpeak when the players choose to play the local mode. Looking back, I believe I was able to contribute something meaningful to the project and I am proud of what we made.

Team members Keari Bjorgum, Christopher Nguyen, and Aashi Venkat agree that Sakura Chiwata performed these tasks for the project efficiently and effectively.

Christopher Nguyen

My main contributions to the project were writing the code for the roll button as well as the code for the keep function. I had to ensure that the roll button only worked three times per turn and that the keep function was only enabled after the first roll was done. The keep function would move the dice to a different location to make it clear which dice would not be rolled upon the next press of the roll button. In addition some minor things I worked on were the resetting of the dice position and values after each score input as well as for a new game and the “how to play” button which reiterates the rules. Reflecting on my contributions, I felt that I got my assignments done promptly which was important since without them the rest of the code would’ve been hard to implement. Overall, I’m pretty happy with what I provided to the project.

Team members Keari Bjorgum, Sakura Chiwata, and Aashi Venkat agree that Christopher Nguyen completed these tasks in a timely manner, with the utmost quality in his work.

Aashi Venkat

I was in charge of designing the game GUI, implementing the instructions for which players would click through before starting the game, implementing switching turn labels from Player 1 to Player 2 (used in both local play and remote plate), creating an animation that would display which player won at the end of the game (reach goal #2), and filming and editing the final video. I submitted my contributions before the deadline established by the group, and felt satisfied with the quality of work I contributed to the final project.

Team members Keari Bjorgum, Christopher Nguyen, and Sakura Chiwata agree that Aashi Venkat performed these tasks for the project efficiently and effectively.

Overall, everyone in the group completed their assigned portions of the project in a timely manner, meeting the deadlines that we internally set for us to achieve. There was good communication throughout the group on iMessage, and we were able to collaborate and work together when any member was struggling with a portion of the project.