

Salil Khanna
 Justin Kawakami
 9/30/2019
 GE 1501/1502
 Professor Kathryn Schulte Grahame

Day/Date	Hours worked	Location	Student Name	What was worked on
9/24	11 am to 11:30 am ½ hours	Justin's Room	Salil	Writing Pseudocode
9/24	11 am to 11:30 am ½ hours	Justin's Room	Justin	Writing Pseudocode
9/26	1:45 pm to 2:15 pm ½ hours	Rebecca's	Salil	Writing Pseudocode
9/26	1:45 pm to 2:15 pm ½ hours	Rebecca's	Justin	Writing Pseudocode
9/26	2:30 pm to 4:30 pm 2 hours	Justin's Room	Salil	Writing code
9/26	2:30 pm to 4:30 pm 2 hours	Justin's Room	Justin	Writing code
9/26	7:20 pm to 8:05 pm ¾ hours	Stetson West Dining Hall	Salil	Writing code
9/26	8:15 pm to 10:30 pm 2 ¼ hours	Justin's Room	Salil	Writing code
9/26	8:15 pm to 10:30 pm 2 ¼ hours	Justin's Room	Justin	Writing code
9/26	10:30 pm to 11:45 pm 1 ¼ hours	Justin's Room	Justin	Writing code
9/27	10:15 am to 11:30 am 1 ¼ hours	FYELIC	Salil	Writing code
9/27	10:15 am to 11:30 am 1 ¼ hours	FYELIC	Justin	Writing code
9/27	11:30 to 12:15 ¾ hours	FYELIC	Salil	Writing code
9/27	4 pm to 5 pm	FYELIC	Salil	Writing code

	1 hour			
9/27	4 pm to 5 pm 1 hour	FYELIC	Justin	Writing code
9/27	5:10 pm to 6:10 pm 1 hour	Justin's Room	Salil	Writing code
9/27	5:10 pm to 6:10 pm 1 hour	Justin's Room	Justin	Writing code
9/27	6:15 pm to 7:45 pm 1 ½ hours	Salil's Room	Salil	Writing comments/ pseudocode
9/27	6:15 pm to 7:45 pm 1 ½ hours	Salil's Room	Justin	Writing comments/ pseudocode
9/29	5:15 to 6:15 1 hour	Stetson West Lobby	Salil	Writing comments
9/29	5:15 to 6:15 1 hour	Stetson West Lobby	Justin	Writing comments
Total	24 ¾ hours			

Pseudocode

- Clear all previous data (variables and text in command window)
- Have a heading on the program
- Ask for names and assign those values to Player A and Player B
- Display a welcome message incorporating the users names and programmer names
- Create an option for game repeatability
- Ask Player A if they want to choose heads or tails, assign as 0(heads) or 1(tails) within the code, Player B will be left with the other option
- Run a random number generator between 0 and 1, and set this value as a variable, simulating a coin toss
- Compare this variable to the variables of heads and tails to see if they are equal, if they are, allow for Player A going first, if not, let Player B go first. Assign winner of coin toss as X in the game and the loser as O.
- For the chosen option, run video file that corresponds to selected value (i.e. run video file of a coin flip resulting in selected outcome)
- Allow for users to read who won the coin toss
- Display rules of the game
- Allow for users to read the rules of the game
- Start game, create an array full of zeros, and display the game board as a graph through a function by inputting the array (essentially correspond the array to a plot)

- Let the X marker player go first
- Before a marker can be placed, make sure the assigned place is available (through the use of a function) and is actually in the gameboard and not out of it(i.e. in a 3x3, the coordinates (4,4))
- After each time a marker is placed, update the game board with a corresponding marker
- After each turn, run a function to check if any row, column, or diagonal has each spot taken by either all X markers or O markers
- If any row, column, or diagonal is filled by X's or O's, then the corresponding player wins
- If there is a winner, then display a message congratulating the winner by name
- Keep playing until either a winner is found or all nine spots are taken and there are no winners
- If there are no winners, display that the game is a tie
- When the game has ended, allow for the players to replay