**SOFT8023 – Assignment 1 Form**

Please fill in the following form to ensure you get credit for the work you do and to help me correct them faster. Where you see “Yes / No / Partial (if partial explain)”, delete as appropriate and if it is partial explain how far you got, e.g. the code is there, but it crashes, so I had to comment it out.

|  |  |
| --- | --- |
| Checklist |  |
| I have the core Wheel of fortune game working as specified | Yes |
| I have separate client and server components using gRPC for communication | Yes |
| I have implemented design pattern 1 | - Yes  - I choose to implement a singleton pattern, cache for the phrases because I only need to call phrases from the phrases.txt file only once per game. I implemented caching unto the singleton because I would like to store the phrases read from the txt file in a temporary, memory location. This makes the program a bit faster than retrieving the phrases from the txt file for each game |
| I have implemented design pattern 2 | No |
| I have implemented extended functionalty (ideally more than just a couple of lines of code) | - Yes  - The user will be able to guess the entire phrase to solve it instead of only letter by letter |

**Add some screenshots of your application running (just in case I have issues running it myself):**