# **SCRIPT DESIGN – Monty Hall Probability Game**

Sion Harman

YELLOW TEXT IN PURPLE = INSTRUCTIONS, REMOVE ENTIRELY ONCE FOLLOWED.

BLACK TEXT IN YELLOW = STUFF TO FILL IN, REPLACE WITH ANSWERS/INFO.

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Document overview

The purpose of this document is to show the planning, design, implementation of at least two scripts in a single project. The document is broken up into phases to go through in order.

Project Script Requirements

### Description

<include 1 to 2 paragraphs describing an overview of the project. This can be lifted from your TDD, but the goal here is simply to provide context for the information that follows>

This is an experience designed to introduce and engage middle or high school students to a probability topic in Mathematics. It could also be used by anyone with an interest in probability, particularly those that would like to experience the Monty Hall probability scenario.

### Feature & Mechanics List

Generate a bullet list of features and mechanics required for the project. Ensure that you at least cover your core gameplay that you need to generate yourself. Keep descriptions very brief.

* **<Feature / mechanic 1>** - <brief description>
* **< Feature / mechanic 2**> - < brief description>
* **< Feature / mechanic 3>** - < brief description>
* **etc**

### Key Scripts to Design

You must identify 2 key things to to design and implement scripts for your project. Name them here. A scripting task may involve multiple scipt files,

SCRIPT 2 MUST INVOLVE GUI!

* **Script 1** - <description>
* **Script 2** - <description – GUI script>

## Script Design

IN THIS SECTION YOU ARE SHOWING YOU CAN ACTUALLY PLAN A SCRIPT FROM NEEDS, AND PROVIDE EVIDENCE YOU ARE TRYING TO IMPROVE THESE OUTCOMES.

### Script 1 - <Name of script/function>

#### Required Functionality & Outcomes

<State what you need to achieve via scripting. Focus on the goal(s) involved – Your required functionality and outcomes your scripts will need to deliver. Start with a sentence of basic description, then use bullet points to make the details as itemised as possible:

* <First detail>
* <etc>

#### Pseudocode

<Show pseudocode for this scripting requirement. Type it out>

#### Flowchart

GENERATE AND PASTE THE IMAGE OF THE FLOWCHART HERE.

### Script 1 Plan feedback

#### Pseudocode feedback notes

* <First note>
* <Second note>
* <Third note>
* <etc>

#### Flowchart feedback notes

* <First note>
* <Second note>
* <Third note>
* <etc>

### Script 1 Revised Plans

#### Final pseudocode

SHOW THE FINAL PSEUDOCDE HERE.

#### Final flowchart

SHOW THE FINAL PSEUDOCDE HERE.

### Script 2 - <Name of GUI script/function>

#### Required Functionality & Outcomes

<State what you need to achieve via scripting. Focus on the goal(s) involved – Your required functionality and outcomes your scripts will need to deliver. Start with a sentence of basic description, then use bullet points to make this as itemised as possible:

* <First point>
* <etc>

#### Pseudocode

<Show pseudocode for this scripting requirement. Type it out>

#### Flowchart

GENERATE AND PASTE THE IMAGE OF THE FLOWCHART HERE.

### Script 2 Plan feedback

#### Pseudocode feedback notes

* <First note>
* <Second note>
* <Third note>
* <etc>

#### Flowchart feedback notes

* <First note>
* <Second note>
* <Third note>
* <etc>

### Script 2 Revised Plans

#### Final pseudocode

SHOW THE FINAL PSEUDOCDE HERE.

#### Final flowchart

SHOW THE FINAL PSEUDOCDE HERE.

## Script Implementation & Iteration

IN THIS SECTION YOU ARE SHOWING THE OUTCOME OF YOUR ATTEMPTS TO CODE THESE THINGS. SHOW YOUR FIRST WORKING OUTCOME THE

### Script 1 - <Name of script/function>

#### Script(s) generated

SHOW THE CODE THAT WAS GENERATED HERE (PASTE ENTIRE CODE OF SCRIPT)– IT NEEDS TO HAVE AT LEAST MOSTLY ACHIEVED THE GOAL. IF THIS IS OVER MULTIPLE SCRIPT FILES IN IMPLEMENTATION, SHOW BOTH AND MAKE SOME BULLET NOTES ON HOW THE SCRIPTS INTERACT.

#### Functionality review

<State if the script functioned as desired, and also if there were any issues or shortcomings apparent to the developer. Bullet points if this becomes a list.

#### Implementation feedback notes

AFTER SHOWING THE OUTCOME TO OTHERS, COLLECT FEEDBACK NOTES AND LIST THEM HERE

* <First note>
* <Second note>
* <Third note>
* <etc>

#### Response to feedback notes

START BY LISTING YOUR RESPONSES AND THE REASONING BEHIND THEM. THEN PASTE THE FINAL SCRIPT(S) BELOW.

* <First response (“Did X to achieve Y”)>
* <Second response>
* <etc>

FINAL SCRIPT(S) PASTESD HERE .

### Script 2 - <Name of GUI script/function>

#### Script(s) generated

SHOW THE CODE THAT WAS GENERATED HERE (PASTE ENTIRE CODE OF SCRIPT)– IT NEEDS TO HAVE AT LEAST MOSTLY ACHIEVED THE GOAL. IF THIS IS OVER MULTIPLE SCRIPT FILES IN IMPLEMENTATION, SHOW BOTH AND MAKE SOME BULLET NOTES ON HOW THE SCRIPTS INTERACT.

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* <Second note>
* <Third note>
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* <Second response>
* <etc>

FINAL SCRIPT(S) PASTESD HERE .