GROUP8README Beta

**Implementation Contributions:**

Tiffany Tsai: 40%
-Whack-a-Friend Stretch
-Whack-a-Friend Scoring
-Constraints

Adam Thompson: 30%
-Take a picture
-Upload a picture

Eder Garza: 30%
-Display images/Crop
-Fast-A-Whack

**Grading Level:**

Tiffany Tsai: 100%
Adam Thompson: 100%
Eder Garza: 100%

**Differences:**

Take a picture/Upload a picture: A developer account is necessary to take pictures; therefore, our app crashes when the user clicks "Camera" or "Finish"- without choosing a picture first on the Picture View Controller. However, the user can successfully pick a picture from Photo Library

Displaying/Cropping: (Eder Garza) I was not able to do either of these because I did not know how to retrieve the images from core data. I tried googling how to access the pictures and displaying them, but after many attempts, it seemed like I was not getting anywhere. I am planning on getting it done before the final version is due by asking the professor

next week for help. Since I could not get the pictures to show, I could not get started on cropping. Instead, I made a new game mode for the app in order to make significant progress on the app and also to make it more exciting.

**Special Instructions:**

For Whack-a-Friend Stretch: Wait for images to appear and disappear. Once the images have disappeared, click on where the images were. If the user correctly remembered where all the images were, they are correct and move on to the next level.

Fast-a-Whack: This game mode has a 3x3 dot grid that will appear and disappear the dots at random times. The goal of the game is to click the buttons as many times as you can in 10 seconds. Once the 10 seconds are up, a message will display saying "Game Over!" and the user will be able to click the Main Menu button to take them back to the home screen.