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Abstract: The New York Football Giants in the 2016 NFL season boasted an 11-5 record, and made the playoffs after a drought that went back to their super bowl victory in 2011. The purpose of my java application program will serve as a way for a User to answer a series of questions with numbers, leading to more questions, eventually leading to the profiles of each starting player of the New York Football Giants

The work I have been able to accomplish so far as been important in the fact that it is outlining the way the rest of my program will function. That is to say, I have set up a rough skeleton of the system and have a good idea of how it will look like towards the end. My program relies heavily on user input, utilizing the Scanner function. Additionally, I had to improvise using several variables at different points in the program. While this seems inefficient I am currently unaware of a better way to accomplish what I need my code to do, and will continue to declare new variables as I need.

One “game” that currently exists that can be loosely compared to my program is the Akinator game(<http://en.akinator.com/>). Akinator is a “web genie” that can take whatever real, or fictional character/person you are thinking of and based on how you answer certain questions he slowly narrows down his search engine until he finds the exact entity that you were looking for. He will ask questions like “Is your person real?” And depending on if you say yes, or no, certain

parts of his database will be ignored for the rest of the search. He does this until he reaches the end of one of his search lines, and he will ask you if he got your person right. If you say yes, then the program ends and he has won. If he was incorrect, then he will ask a few more questions and give you an alternative guess.

The idea of answering questions and based off of the user feedback certain elements being displayed is the same, however my program is not nearly as vast and expanding as that of Akinator's. The Akinator will allow you to enter the character into the database if you indeed thought of something that he did not know; he grows smarter with every input. My program does not even use a database, and does not change based on if a user tries to locate a character that does not exist yet in my program.

### **USER MANUAL**

- The first command for the user will be ""Please enter 1 for Offense, 2 for Defense, or 3 for Special Teams." And each command that follows from this one will follow a similar fashion in that you will have to enter a certain number corresponding to a certain player, or position. All you have to do is enter the number of who you are trying to find.

## UML Diagram

