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AP Computer Science

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Independent Project Report

The independent project that I am working on is a Monopoly game that allows for customizable squares and an artificial intelligence that can play along as well. I am collaborating with Alex Fang, from 6th period. This project relates very closely to AP curriculum, since it contains multiple examples of collections (ArrayLists, etc.), scope, conditional statements, and loops. We split the project into two parts: the front end and the back end. The front end is the part that displays the actual board for viewing. It is also the part that accesses the back end of the program. The back end of the program is the part that handles all of the calculations and processes that make the Monopoly game work. Moreover, the back end handles the AI. I worked on the back end part of the program. As of right now, there has been no extensive testing of the programs that we have written, so it is not known if the methods work or not. However, much of the actual framework for the game has already been established, with the classes for all the locations, players, and board having been created. There is still a lot to do with respect to linking and testing.