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Assessment Task 1 – Deal or No Deal

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# Define the problem

# Module Identification – Control Structures

1. User chooses first case – At the start of the game the user chooses a case that they keep throughout the game until the end or an offer is accepted.

The case gets locked, the colour may change, a message may tell the user that this is their case, may unlock the rest of the cases so the game can begin, the value may get stored into a variable.

Appropriate control structures would be:

* Sequence – has to happen in order for game to begin. Values stored into variables or array
* Binary selection – checks to see if first case has been chosen or not

1. Choose next 6 cases (then 5, 4, 3, 2, 1 etc)
2. Bank Offer
3. Final Cases

# IPO Chart

|  |  |  |  |
| --- | --- | --- | --- |
| Module | Input | Process | Output |
| Choose first case | Form load  User chooses first case (button click) | Lock all cases.  firstCase = False  IF firstCase = False THEN make this case the users case ELSE countdown | Welcome screen  Print – “case has been chosen”  Case changes colour or is greyed out |
| Countdown cases |  |  |  |
| Bank Offer |  |  |  |
| Final Case |  |  |  |

# Data Dictionary

|  |  |  |  |
| --- | --- | --- | --- |
| Data Item | Name | Data Type | Description |
| Check if first case chosen | firstCase | boolean | This variables locks the countdown until user chooses their first case |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

# Algorithm Solution

Countdown the cases (using the first six as an example)

Bank Offer

Two separate algorithms or one if clear

# Storyboard / Screen Design

Draw a representation of your screen (don’t screen shot your finished product)

beginBtn - button

BEGIN

Show a screen shot of actual screen for comparison

Identify the screen elements