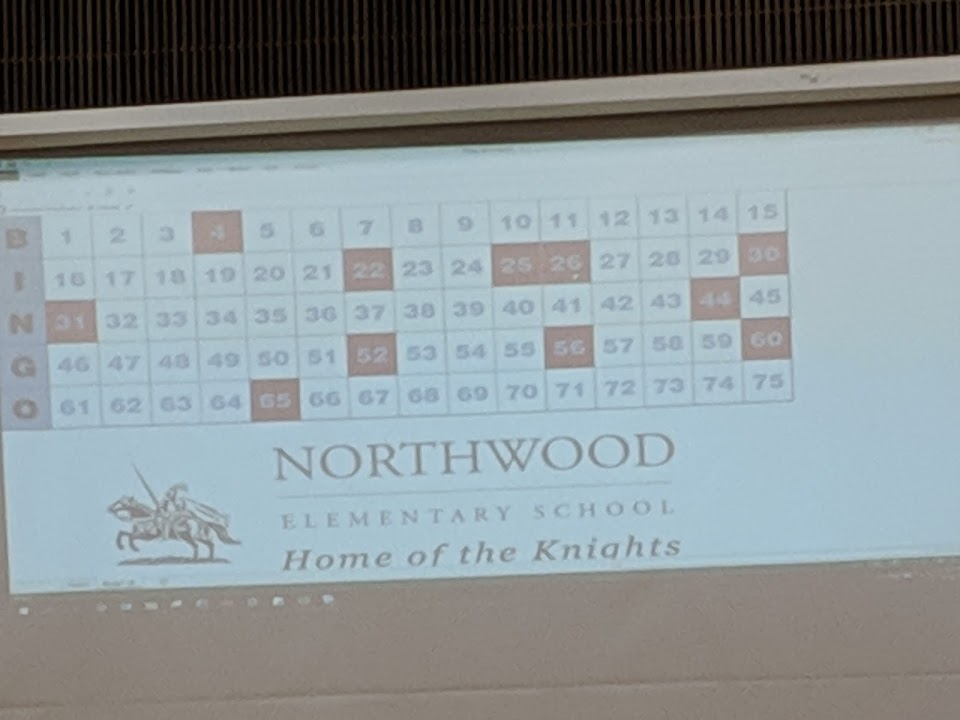
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CPW 212 Winter 2019

Team Project

Bingo Calling App

Background: I attended Bingo night at my oldest son’s school and noticed that the method they were using to call and track numbers was very manual and prone to human error. After each number was called they had to manually click the number on their excel sheet to change its color. After the game was over each button had to be clicked to be cleared out. The colors of the clicked squares were all the same, so it was impossible to know what the last number called was by looking. It also might have been the announcer’s preference, but they only played traditional Bingo. Below is a picture of their interface/Excel sheet.



Initial planning/committed:

* Keep the interface very similar, including the school info, but adding an area to show the past 5 numbers.
* Automate number calling by including a “call button”
* Click of “call button” creates separate popup window to display number large before main window is updated.
* Modify colors so that last number called has Red background, 2nd to last number is yellow, all other called numbers are green.
* Include functionality to enable manual click/updates.
* Add “New Game” button

Backlog issues:

* Include game mode functionality – X, diagonal, blackout, four corners, diamond, square, N (for Northwood) , K (for Knights), Small square, Large square.
* Area for pattern image

Time tracking:

2 hours auditing/inspecting current use.

1 hour researching bingo patterns, and obtaining images.

2 hours planning and summarizing

2 hours creating/resolving issues for functionality, and utilizing source control

8 hours coding/debugging

Post Completion Update: The app in its current state functions much better than their version, and have plenty of opportunity for improvement. I’d like to implement more game modes, right now it is setup for regular bingo, four corners, and diagonals only. Currently disables the associated numbers that are not used in the game mode, but image example will be added later on. For example, the four corners mode disables I, N, and G columns, diagonals mode disables the N column. I added in a temporary gameModeTxt that can be updated for the current game mode if the listBox does not have the wanted game mode. In terms of source control usage I was having a lot of difficulty resetting master after a merge, a lot of the time I would delete my local repository and re-clone the project. A couple times I tried to manually upload commits and I ended up losing some changes and have to track them down in my recycle bin. Git fetch/pull/push were confusing, so I had to spend a little time figuring that out and I think I finally did. For me I think it’s a lot harder to come up with a random project so it was really nice to find and take advantage of the opportunity to make something that can really be used by someone.