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Gaming Project Contribution Analysis

For this project, I think my most significant contribution is the functions of this file. I decided to tackle all the files this tic tac toe game would need. I started with the specified functions: userChoice, comChoice, showBoard, and checkWinner. I added 2 more functions: playerMove to help with with entering user input when playing a computer and clearBoard that repopulates the gameboard array with ‘–‘ characters to make an empty board. Each of these functions programmed were unique and each had their own challenges, but the most labor intensive function to write was the checkWinner function. The purpose of it is to analyze the 2d gameBoard array and check each row, column, and both diagonals to see if they are all the same character and return a Boolean value. The challenge of this function was in making sure that the ‘-’ characters that signify an empty space didn’t trigger the function to return a false true value. I started out trying to use a nested for loop, but that ended up going over the bounds of the for loop and leading to multiple logic errors. I was able to figure it out using two separate for loops to check rows and columns exclusively. Other than my work on the functions of the program, I make various small changes in the main functions to debug and successfully compile the program. Overall, I enjoyed this project and can’t wait to get into more in computer science 2.