1. Briefly describe the artifact. What is it? When was it created?

This artifact is a text-based game where the user navigates through rooms in order to collect items to beat the game. It was created around 2022 when I first started programming.

1. Justify the inclusion of the artifact in your ePortfolio. Why did you select this item? What specific components of the artifact showcase your skills and abilities in software development? How was the artifact improved?

I included this artifact because I think it shows my improvement in skills from when I first started to learn to where I am now. I think moving this from python over to C++ shows my skills when it comes to being able to understand the functions of code and the syntax.

1. Did you meet the course outcomes you planned to meet with this enhancement in Module One? Do you have any updates to your outcome-coverage plans?

I was able to meet the course outcomes that I had planned.

1. Reflect on the process of enhancing and modifying the artifact. What did you learn as you were creating it and improving it? What challenges did you face?

I learned one new thing when bringing the code over to C++ from python. I was able to learn how to use maps in C++ and how to store values in them.