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

This is a text-based game that has the player navigate their way through different rooms to find all 7 items to defeat Zeus.

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 chose this artifact because I wanted to show off the new skills I have learned since I started coding. To be specific I want to show that I can create code that is clear and concise. Will also being readable to any other developers. Also I want to show off that I can make code that works and is geared towards the user experience. With that I hope to also show off my attention to detail and my methodology when it comes to coding.

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 because I was able to implement my database and have it working.

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 how to add a functioning database to C++. Most of the work I had with databases up until now has been in java. The main challenge I faced was having to figure out why my code was not creating a database to store my players information. It ended being for a couple of different reasons but having to fix one reason and not being able to 100% know if this was the only issue or if there was more was difficult.