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CS 372

Reflection Paper

25, January 2017

For my final project in CS 372 I decided to attempt to create a text based dungeon crawler game. Originally, I had bright ideas and hopes for what I could do with this project. I believed that in the amount of time I had for this project I could build a working dungeon crawler with file IO functionality for all text prompts, and a GUI that would display the appropriate rooms and enemies. This however, did not go as planned. I started by creating a console application that would display text prompts for the game and take user input for choices. I planned to start small and work upward so that along the way I would have working parts. As it turned out, I was unsuccessful in my implementation of both the IO system and the GUI. I do have both classes laid out as well as the .txt file for the IO, but I was unable to fully implement them before the presentation.

Even though I did not successfully implement a GUI and an IO system, I did find a lot of success and learning opportunities while working on this project. The first of these successes, I was able to implement a map for the rooms in the dungeon, the dungeon object itself, and I was able to build a game that is functional for what I want it to do on a base level. I also successfully implemented a class hierarchy for the character, enemy, combat, chambers, and dungeon objects. I have also set goals to improve on what I have.

My first goal is to finish the GUI for this project so that it not only looks nice, but also becomes much more functional for the user. GUI’s are something that I have struggled with quite a bit in this class and I feel much more driven to practice and learn exactly how to implement a good GUI so that in the future I will be more proficient. Once I have created a GUI I have also thought about transferring this project into an Android application so that it may become more than just a small final project for a class. I think that this would end up being a very entertaining game for Android. If I do make an app out of this project, I would attempt to make it more user input oriented and less text based.

Overall I had a great deal of fun making my dungeon crawler. I both met with success and struggle throughout the entire cycle of this project. Some of these struggles I have come to realize were my kryptonite throughout the entire class, so I feel obligated to practice and eliminate my issues. While I do have a project to present, there is a lot of work that I must do on this project to be completely satisfied with the product. I guess that is just the small bit of perfectionism in me.

Class Concepts Used:

Basic Java Concepts & Data Structures

Class Hierarchy

Exception Handling

Generics