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Final Project – Reflections

My project didn't deviate much from the original designs I created, but as usual, my designs were optimistic about the problems I would face in the programming stage. I made several decisions that may ding me- for example, the class Barbarian was taking way too many cards so I set a cap for how many cards the Barbarian could hold. I also am not sure if my vision of the way the queue (or "buffer") should operate runs parallel with the description given in the assignment details. However, the details are reflected in my vision, and can be easily seen: for example, the Gollum is massively overpowered, and the Hydra is obviously impossible to win with.

My greatest successes in this project were competently arranging the deck and the cards and making sorting and shuffling algorithms that allowed the cards in play to flow freely without any problems. I also like the way I built at least 5 of the classes. Sadly, BlueMen was ornery- I was unable to solve his segmentation fault and as a result he is unable for play (at least this holds true as I'm writing this: I will tinker some more so if he does end up working ignore this passage). The best class in my opinion is the Human, largely because the slowed down pace of the run-time makes it easier to see what's going on. When you pair up two AIs, it isn't easy to observe the program in motion, and sometimes games between several AIs take a suspiciously long amount of time.

If I were to do the project over again I would possibly convert the cards over to an array of integers or something similar rather than using pointers to Card structures. I say this not because my pointers to Card structures don't work- in fact, I think they look nice and while the suit in GoFish isn't important, I like to see the suits of the cards when they're drawn. I say this

instead because I think I wasted a lot of time perfecting the use of the Card struct that I should've been using tackling the polymorphic elements of this project. By that I mean to imply that the polymorphism in this particular assignment struck me as difficult, because I kept running into segmentation faults and problems with going beyond bounds, and some classes (i.e. Blue Men) gave me these issues more than others.