

1. How did you prepare for the Project?
  - a. I prepared by creating a basic outline of functionality my game would need and placing them in selected classes. I should have done more prep but instead i jumped right into it.
2. Did you write a Code Skeleton Was it useful? How?
  - a. I sort of did but not really, mostly just the needed functions but not exactly how they would work. I created many more along the way that I didn't think of at the time. It was useful to have an overall look at how I would create my game but I still ended up changing a lot before I got it completed so it only helped slightly overall
3. Reflect on how you could have done better, or how you could have completed the project faster or more efficiently.
  - a. I could have done it faster by creating a util class from the beginning. I originally was rewriting many of my methods multiples times for no reason. I still think I could have optimized many of my functions and reduce their overall size as well as many ended up being much larger than they need to be
4. Write a paragraph answering the following question, in the context of the Project in CSC11300:
  - a. My main change around was actually how I dealt with the store menu. Originally this had been apart of my driver class but later on was when I realized I had actually needed this again as a part of my milestones. This was actually a very annoying change to deal with as I rewrote it to be a part of my store class.
  - b. Another challenge that I had was how I dealt with milestones. I wanted them to be very easy to add/subtract but I also wanted them to be apart of just one object instead of two. This meant I had to read from each file separately and place them in order inside of a vector so they would be read one at a time. I decided to set the fort milestones to have a depth of -1. This worked pretty well in the end and I got to figure out a pretty simple sorting algorithm