

Milestone 3  
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Advantages:

- Graphical interface is pretty, and uses scroll panes and split panes to good effect.
- rogueView actually keeps track of previous tile if something inanimate like a teleporter or item is walk on.
- It works! It meets the requirements. Yay.

Disadvantages:

- The amount of caffeine ingested to create this was fairly obscene, since I pulled an all-nighter the day before the deadline. Hooray.
- The hallway algorithm is sort of silly and not very smart.

I feel that the StoryElement hierarchy is very well developed. It is very usable, simple, and highly modular. Each level of extension adds vital new methods that go a far way. It is minimally coupled and highly cohesive. It is basically self-documenting code. If I were to make the hierarchy differently, I would probably have integrated the rendering into the story elements themselves instead of having a rogueView package. Ah well.