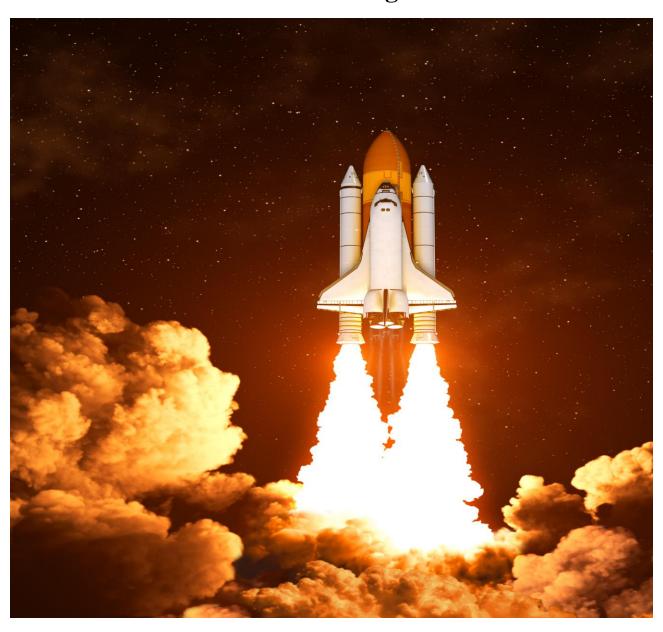# GADE6122_PART 1-POE

Date – 10 September 2024

Teammates: Jet Kingston, Belinda Mtabane

Reference Page

Belinda's struggles

I was tasked with handling most of question 2 alongside my teammate, Jet Kingston. We encountered some issues with the instructions, which did not clearly specify how to code a particular section. Specifically, we lacked the ability to create a wall in my WallTile class. With assistance from OpenAI (2024), we managed to create a wall using a rectangle block and an empty Tile that correlated with the Level class, for which I received help from (Tutorial Teachers, 2020).

The Level class posed some challenges, which Jet tackled by resolving the errors within the code to ensure the functionality of our game, with guidance from (W3 Schools, 2024). Through research and collaboration with classmates, Jet and I gradually developed our understanding and perspective, allowing us to address the questions more effectively.

For question 4.1, creating a 2D array with individual indexes was particularly challenging. However, with Wagner's (2023) help, I correctly assigned each direction using the X and Y coordinates to facilitate character movement. This was necessary due to the differences in the 2D array indexes.

Additionally, in question 5.2, which relates to question 4.1, I struggled to enable the buttons in our game to move the character. This issue caused the entire program to close and restart based on the character Vision array. After further research and breakdown, my teammate and I resolved this problem. Stack Overflow (2022), helped us understand how to use enum directions and associate them with our buttons in the form.

Jet's struggles

During this POE I came through a lot of unwanted errors but with the help of a few websites I overcame these mistakes which helped me better understand how to do certain things.

Firstly, I had issues with the Switches as my knowledge of how to use them was low. With

the help of W3School(N.d) I found out that switch statements allows developers to execute different blocks of code based on the values of an expression. I learnt that the switch

statement evaluates the expression and compares it with each case. If a match is found the corresponding block of code is executed. The break is used to exit the switch after executing the code and the default is optional but recommended to handle unexpected values.

Microsoft and the help of 16 other contributors (2021) helped me understand how to use

abstract classes and how to implement the keyword into the code. We did run into a few

errors when trying to pass the constructors, however using StackOverflow(2019) I overcame these errors by looking at peoples input in how to fix Felipe Endlich's problem.

When creating all the tiles I had to use the x and y values as well as the width and height. I

had forgotten how to use for loops so I used W3school(N.d) for a quick revise on how to use them.

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