CS 3020 – Homework 1 (Postpartum)

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Postpartum:

The primary challenges for this project was getting the console colors to update at the correct times, controlling the console size such that it was appropriately sized and didn’t cut off lines, and tracking the state of the game. In the end, I had the game class have access to the boats, which in turn had a list of coordinates they owned. The Game class then also had access to the game board an it’s state. Thus the way I chose format the checks when the user made a shot was to have the Game class run through each coordinate the boats own and check them against the state of the board, then make decisions from there.

As for updating the console colors correctly, I created some methods that changed the console foreground and background appropriately, then during the updateVisuals method I alternated between calling those methods to change the colors at the appropriate times.

In total, I spent around 5 to 6 hours on this project; 2 of those hours were spent on high level pre-production of the project flow.