# Team 8 Report

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I. OVERVIEW

Our project comprised of created a rogue-like role-play game (RPG) that runs entirely in Terminal. The work was distributed equally among members, and each person implemented a feature by creating their header file(s). Work division includes the room generation algorithm, the floor generation algorithm, the user objects, the enemy objects and their movement, the battle interface, the pause menu, the cheats, and more. Once each header file was created and functional, we created the main function together to bring together the features into one coherent game.
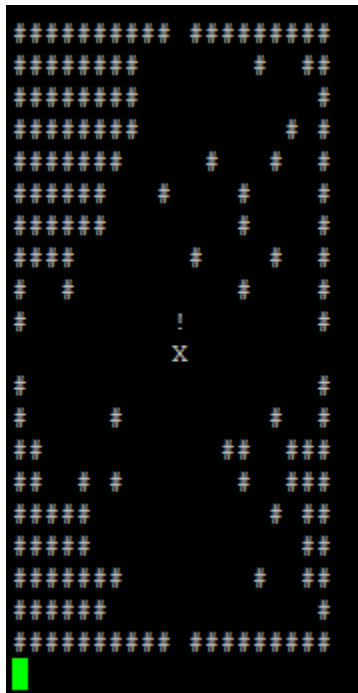
Figure 1: A randomly generated map. The 'X' is the player, the '!' is a monster, and the '#'s are walls.

Figure 2: The battle dialog screen

II. LESSONS LEARNED

Throughout this project, we learned numerous lessons on how to program with others. Up to this point, none of us have worked on the same program with others collaboratively. Through this project, we learned how to write programs as a team using header files. We learned that planning extensively is crucial to the success of collaborative programming, and we learned how to use GitHub to maintain our code. We also learned that it is important to keep up with tasks in a timely fashion because others may need one's code to work on their parts. As a result, one may become a bottleneck to the success of the project. Though we had conflict at times, we managed to overcome our troubles, and we learned how to resolve issues and be a team player in a professional manner.

III. Future Work

Potential improvements to our project include more balanced gameplay, more items, more enemies, a GUI, more options during battle, improvements to room generation, and more cheats such as the ability to skip rooms.