

1. Project Description

- List the names (first and last) of all teammates. Describe the project as envisioned by the team.

Jacob Charmley

Julie Truckenbrod

Braden McKenzie

The project is a game set in an alternative version of the campus where a zombie apocalypse has taken place. We wanted to have an extensible platform to allow us to easily develop new commands, rooms, and items. We also wanted to be able to load room information from files to avoid confusing config-only code. Finally, we wanted the player to be forced to solve a couple puzzles, but we decided that most of the gameplay would involve traversing the map and collecting various items. Finally, to reflect the perilous setting, we wanted to have many ways the player could lose. We implemented this via extensive stationary monsters and environmental factors (the cold). These dangers were able to be counteracted with various items.

2. Contribution and Effort

- What role did you play in helping the team complete this project? What specific tasks or components of the project did you contribute to? Were there any areas where you feel you could have contributed more effectively?

I built the framework that my team used to develop the game. I made an easily extensible framework to allow my teammates to create new commands, rooms, and items. I also lead our in person design discussions. I feel that my contribution was good, but I could have contributed more to the writing portion of the project.

3. Team Communication and Collaboration

- How well did you communicate with your team members during the project? Were there instances where communication broke down, and how did you handle them?

I communicated very well with my teammates during the project, and they communicated very well with me. We were constantly on the same page. We were able to stay on the same page while working asynchronously by employing github, specifically github issues.

4. Code Quality and Problem-Solving

- Reflect on the quality of the code you wrote. Did you follow coding standards and best practices? Were there any significant challenges you encountered, and how did you approach solving them?

I am happy with the code quality. It is well commented and very extensible. The only issue I would address is the readability of the main file. There is so much going on that it has become hard to read. Entry events for the rooms was challenging, since they had to be very unique and had direct access to user input. This meant that we had to step outside of the command flow to read user input. I was able to handle this with functional interfaces, which allowed us to develop code with arbitrary logic, but standardized input.

5. Time Management and Organization

- How effectively did you manage your time during the project? Were deadlines met, and did you contribute to keeping the team on track?

We attempted to time manage using github issues. We were not very successful. This project is complete because I pulled two all nighters. Time management was the biggest issue with this project. In the future, we should begin working on the project further away from the due date.

6. Learning and Growth

- What new skills or knowledge did you gain from this project? How will you apply these lessons to future programming projects?

A new skill for me was interacting with the browser using Java's built in Http server. I have interacted with the web before using Spring Boot, but the built in HTTP server is far simpler. When I am creating a small web service in the future, I will use the built in HTTP server than an external library.