SDEV 260 Visual C# - Final project rough draft documentation.

Week 12 -

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* A well-developed and intuitive user interface

The game uses a GUI and I feel like it is fairly basic, especially if you’ve played a dungeon crawler/ turn-based RPG.

* Exception and Error Handling

There wasn’t much required, but I implemented exception handling in the very beginning where the user enters a name. If no name is entered, an exception is thrown.

* Use proper OO programming technique (encapsulation, properties, and methods, inheritance (if appropriate))

I did my best to make the most logical and efficient code that I could. I could use some pointers!

* Use proper resource management and garbage collection

I added a WAV file for music and over 20 images files as well. When a random number (between 4 and 9) equals 7 when moving forward, the battle begins, and GC.Collect() is called. It is not necessary to call GC.Collect() but it is just an example.

* Implement interfaces and at least one abstract class

The abstract class “locationBaseAbst” is used to store all of the location and perspective data for the game. This class is inherited by a class called locationsMethods

* Thorough commenting and a discussion of how the program was tested to ensure it is working properly.

Commenting is provided throughout the code. Testing was accomplished through a variety of methods. For example, I needed to see what my timer was doing so I assigned a label to display the incrementing integer. Another example was using a label to display the current location and heading of the user so I can verify the correct image was being displayed. Most problems were discovered and corrected by trial and error.

* A discussion of any known bugs and any instructions that you think your instructor will need when grading your project.

There are a few minor bugs that I need to attend to. The “head” image is the first image displayed in every battle AFTER the first battle. The music does not repeat. The game is not very fun, but this is not a bug, just needs some new elements. I think it is a good foundation for a game developed by an amateur.