Daniel Gutierrez

Creating a Hero

I ended up having a lot of fun with this assignment, I’m a huge fan of video games, anime, and all things fantasy. Right from the start, I knew it would be something related to those interests. Initially, I was slow to gather my ideas on what I wanted to assign the class and enum. I toyed around with AnimeHeroes for the class and then HeroTravel. In that scenario the enum (I chose very specific character names) would lock me into only selecting heroes from the anime universe. I tried it anyway and after working with those ideas for a bit, I decided I didn’t like it. I scratched the whole thing and decided to change the enum to powers. This idea would leave names open AND have a varied selection of superpowers to assign that I wouldn’t want anyone to change in say a video game. An infinite number of magic heroes could potentially be created.

A key challenge I remember was trying to access the data in the enum class from other files. I was confused on how to access or use the enum. Working with the different access modifiers also added a unique level of complexity, as additional code had to be created to allow access to the methods outside of the file. I attempted as many things as I could from memory and played around with the hero methods.

In conclusion, I’ve watched over 100 videos on coding by now, I’ve never leveraged YouTube to this extent. The visuals along with the narration are unmatched. A lot of new skills were learned, and previously learned ones were exercised. For the very first time I realized that my creativity far exceeds my technical coding skill and that’s something I aim to fix. I think I struggled mostly at the start because I didn’t understand what I was creating, if that makes any sense.