Unit 9 – Activity 2 | Daniel Bullock | May 16th 2016 (Analysis and Reflective)

**Analysis**

**User’s perspective**

1. I don’t believe this program would have any ergonomic issues for the average person as it shouldn’t take that much to use it. Except for the fact that it is a java program and some people who are not experienced with computers might not know how to run it.
2. My whole game will be in the console of the NetBeans program so I don’t plan to include screen messages, but I will have messages explaining what is going on in the game.
3. There will be a text file that comes with the program explaining all the commands the game uses and how to set it up and play the game.

**Programmer’s perspective**

1. Some algorithms I will be using will be generally running through the cycle of the game, if this happens the game should display a message telling the user what is happening and what they can do next.
2. Some variables include the players overall score, the players stats of their character which include strength, speed, health, etc.
3. Some modules and functions that the program will have a function to calculate experience points of the player therefore leveling them up and a function that decides whether or not they hit the enemy and how much damage it will do.
4. Documentation will be/ has been created explaining the problem definition, analysis, design, coding, and the final report.

This report is supposed to explain the first two phases of the creation of this project (Problem definition and analysis). So it is just 6 answers to guiding questions that tell the reader that I am progressing towards actually writing the code. It sort of parallels creating projects in the real world in the way that I am taking all this time to plan out what I am going to be doing.

**Reflective**

1. The purpose of each phase: the problem definition phase defined why I am doing this project and what its use will be. Also the target goals of doing the project in the first place. This analysis phase helps define what I am going to need to do to create the code to get this project working and done.
2. During this phase I believe all I have completed is a Gantt chart showing how long the project should take and the general idea of what I will be doing.
3. One success I have had during this phase is just figuring out that this project is actually doable and that my goals are also feasible.
4. So far the only problem I encountered was learning to use the basics of Microsoft excel again to create the Gantt chart.
5. I dealt with this problem by researching online on how to use excel to create a Gantt chart.
6. I believe I am progressing at a decent pace.