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CST-227-O500

Activity 4: Hero Maker

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This activity involves creating a multiple-form WinForms application that utilizes as many different kinds of control elements as possible.

The program I created allows the user to craft a “super hero” using a variety of controls. A second form displays the newly created hero and a succinct description of their metadata in a TextBox element.

I replaced the “Dark Side Propensity” with a “Moral Lean” (similar to how past RPG games made by BioWare gauge a character’s ethical standing).

All of the additional challenges have been completed for this assignment. There’s a slight bug that a user may run into with the physical attribute auto-adjustment logic where the helper function doesn’t seem to catch an edge case. But otherwise, all other required challenges are finshed.

**Screenshots**

Graphical user interface, application

Description automatically generated

*The blank Super Hero Maker form.*

*Graphical user interface, application

Description automatically generated*

*The Super Hero Form with sample values.*

*Graphical user interface, application

Description automatically generated*

*Partially-filled form with the added Physical Attribute auto-adjustment challenge code, which caps attributes at 100 maximum.*

*Graphical user interface, text

Description automatically generated*

*The second form, which displays a data list of super heroes and their metadata in a TextBox.*

*Text

Description automatically generated*

*(Continuted) The rest of the second form data, scrolled down.*