Dar the Conqueror Chapter 2

In the land of snow and ice, where those who do not kill inevitably fall to the blade of someone else, one man has bested the odds: Dar the Conqueror, whom most recognize from his silk hair, striking eyes, and rippling biceps. His origins are unknown, but his presence is felt and though he seldom speaks, his few words are law. While his stories are great and numerous, this VBA game attempts to recreate just one of his many legends. Although impossible to recreate the level of detail required to truly tell of Dar the Conqueror’s glory, a few requirements were imposed on the programmer to try and do the impossible:

* Multiple Worksheets
  + Character Creation, Stats, and each Act has its own worksheet. A user cycles through them through the use of buttons and completing the Act’s objectives.
* Custom Dialogue Window with 5 Types of ActiveX Controls
  + The game makes use of multiple user forms each with their own combination of the following Active X Controls:
    - Command Buttons
      * Used to complete actions and display menus
    - Option Buttons
      * Used to facilitate dialogue between the player and NPC
    - Scroll Bar
      * Used to graphically depict the health of the player as well as final boss
    - Label
      * Used to depict in words the health of the player as well as final boss
    - Image
      * Change throughout the game depending on your chosen appearance
    - Combo Boxes
      * Lists offensive and defensive items the player may possess
* Filtering of Data
  + To sort player items into a specific combo box a Vlookup as well as a While Loop are used
* Designed with as few errors as possible
  + Take a look for yourself
  + If a player does not select an item before an action it results in an error because each action sequence utilizes a Vlookup to determine the bonus an item provides in the action
  + When opening the items menu, the stats page is activated, and thus when the user attempts to return to the act they must go through the dialogue again.
* Challenge
  + The project is wrought with challenge, it relies on a series of if then and select case statement to determine the dialogue and actions.
* Three New Features
  + Sound
    - The workbook opens to play a song, sword clashes are heard with some message boxes, and a dialogue is played in Act III.
  + Activeworkbook.path
    - If all files reside in the same folder, activeworkbook.path can be used to circumvent the typing of long file paths.
  + Timer
    - The timer function shows the seconds since midnight, and with a few modifications can be made fairly useful.
  + FollowHyperlink
    - This is used to open txt documents to further move the story along, when a message box would be too cumbersome.
* Look good with friendly user interface
  + Each button is clearly labeled and message boxes should guide the user throughout the application.
* Creative and own design
  + Let me ask you this, who has brought Dar’s conquests to life inside of excel?
* Commenting and Naming Conventions
  + Comments and proper naming is used through out to enhance the readability of the code.

To bring to life such an extensive event will incur many challenges. While overall, it was a good experience it brought to life much of VBA’s functionality, though there were many hurdles. A few challenges included:

* Story Writing
  + Although not strictly related to coding, writing a compelling story and allowing a user to experience with limited controls provides a set of challenges. How does one make each act interesting to play and not repeating the same structure of the previous act?
* Public vs Private Declare Function of Sound
  + Initially, I wanted to include one bit of code in the module that allowed sound to be called from any worksheet. However, public declare functions did not work. Instead, I was forced to copy and paste code throughout the worksheets and use private declare functions.
* Scope of Variables
  + The project uses many variables throughout the workbook. Before the lecture on scope of variables, there was a lot of difficulty in setting one variable such as name, appearance, weapon throughout the workbook.

Dar the Conqueror Chapter 2 attempts to depict that it is not always glamourous being a conqueror, destroyer, or provider. Despite the hurdles of life, Dar continues to conquer the frostbitten land and crush his opposition. With pride he utters his family motto, “Make them suffer!”.