BUG REPORT

-I ran into some issues with the bonuses being applied to the stats correctly, especially the hit\_points and mana variables. I fixed it whenever I moved their declaration to the end of the classMenu sub-chart so they were initiated after all of the stat bonuses could be applied to the starting values.

-I had a lot of trouble getting the buttons on the GUI to work as intended with the user mouse click, so I created a red clear rectangle to kind of move around and find the exact area of the graph for the user to click.

-I tried getting my character to save to an excel file but whenever I tried it kept giving me an incorrect format error. I wasn’t sure how to format it to fit into the cells of excel, so I tried just saving it to a .txt file which seemed to work out nicely, so I just went with that.

-My main chart was pretty messy towards the end of developing my application. I tried to clean it up neatly by moving everything into different sub-charts. This was especially useful for clearing and reapplying the GUI every time a different input was made.

-I originally had planned on including an option to select character gender as well as 3 different character classes which included paladin, priest, and necromancer. I decided to limit the scope because these would have called for way more paint character portraits which already took way longer than I originally thought, as well as call for much larger if statements.

-I didn’t originally plan on saving the characters to a file, but it was perfect for meeting the scope of the project as well as it just being useful for a program such as this.

Here it is working with a few different combinations of inputs.

A screenshot of a video game

Description automatically generated with medium confidence

A screenshot of a video game

Description automatically generated

A screenshot of a video game

Description automatically generated

Graphical user interface

Description automatically generated