CS 111 Final Project Self Assessment

Your group should fill out one copy of this form and include it with your assignment when you turn it in.

Academic integrity statement

By turning in this assignment, you certify that:

- The information below, including the listing of who did what, is accurate so far as you understand it
- You have not included any code you did not write yourselves, other than the code handed out as part of the original assignment, or examples used in class
- If you used example code from class, you did not count it in your methods, procedures, types, etc., below.
- You have not shared your code with anyone not in your group

Group

Who's in your group?

1. Anaise Reginald
2. Chip Anyanwu
3. Desmond Nebah
4. Emanuel Demisse

Goals

Say a few words about what you wanted the game to be like. Note that if you just wanted to write some code so you could get a good grade on the project, it's fine to admit that.

I think our overarching goal was to make a decent game that fulfilled all of the requirements of the project.

Lessons learned

What went right?

Before we combined each of our separate codebases, everything was working fine and going according to plan.

What went wrong?

When it came time to combine all of our codebases together, weird issues started to arise. Issues with mismatched types, incompatible methods, duplicate types, and all sorts of other stuff. In the end, we were able to fix all of these issues and achieve our goal.

What do you wish you knew when you started?

How complicated it would be to combine all of our code together and make all of the necessary edits.

Annoying grading bookkeeping

Types
What are the types you added, and what are they for?

1. Box: A destructible box whose contents are hidden unless the box is broken
2. Hammer: A tool used to break open destructible boxes
3. Paper: A piece of paper that has information which can be displayed to the output
4. Locker: A container that hides its contents unless it is unlocked with a certain combination
5. Red-Box: A container that holds a snake which bites the player once opened (contents can only be seen if the open command is used on the box)
6. Blue-Box: A container that holds antidote for snake poisoning (contents can only be seen if the open command is used on the box)
7. Purple-Box: A container that holds a key (contents can only be seen if the open command is used on the box)
8. Snake: A thing that makes a person poisoned
9. Antidote: A thing that gets rid of a person's poisoning
10. Chamber: A sub-container that represents a chamber inside of a room
11. Yellow-Chamber: The chamber that releases toxic gas and kills the player when they pass through
12. White-Chamber: The chamber that contains poisoned chicken which kills the player once they eat it
13. Orange-Chamber: The chamber that contains a key for the next room
14. Chicken: An innocent looking piece of chicken that is actually poisonous and kills the player
15. Gas: The poisonous gas found in the yellow chamber which kills the player
16. Fortune-Teller: A person who holds a key which can only be taken from them once they are beaten in a game of Rock, Paper, Scissors
17. Strength-Potion: A potion that gives the player increased strength to lift certain objects
18. Key: An object used to unlock doors as the player progresses through the game
19. Sword: An object used to kill thieves who try and steal the player's treasure
20. Gold: The treasure that the player needs to win the game
21. Thief: A thief that resides in the last room and tries to steal the treasure from the player
22. TV: A simple object that simulates a television being on or off.
23. Remote: An universal remote that can turn any TV object on or off.

Fields
What are the fields you added, what types did you add them to, and what are they for?

1. room-hint: Hint that is displayed when you come into the room
2. room-isfinal?: Whether or not the room is the final room of the game
3. door-destination: The room that the door leads to
4. door-destination-name: The name of the room that the door leads to
5. door-linked-door: The door that is linked between the two rooms
6. door-locked?: Whether or not the door is locked
7. door-key: The key that goes to the lock on the door
8. person-strength?: Whether or not the person consumed a strength potion

9. person-alive?: Whether or not the person is alive
10. person-poisoned?: Whether or not the person has been poisoned
11. person-walkthrough-mode?: Whether or not the walkthrough was invoked (used to get around errors halting the procedure)
12. box-broken?: Whether or not the box is broken
13. paper-information: The information that is written on the paper
14. locker-unlocked?: Whether or not the locker is unlocked
15. locker-combination: The combination that opens the locker
16. red-box-snake: The snake that is inside of the red box
17. antidote-applied?: Whether or not the antidote has already been used
18. chamber-enter?: Whether or not the chamber has been entered
19. chicken-eaten?: Whether or not the chicken was eaten
20. fortune-teller-defeated?: Whether or not the fortune teller was beaten at Rock, Paper, Scissors
21. strength-potion-consumed?: Whether or not the strength potion has already been consumed
22. key-id: A unique id given to each key to tell them apart
23. gold-stuck?: Whether or not the gold can be moved
24. thief-alive?: Whether or not the thief is alive
25. TV-on?: Whether or not the TV is on

Procedures
What are the procedures you added or significantly modified from their original form, and what are they for?

1. join!: Creates two doors to link two rooms together (modified to account for fields added to the door type)
2. new-box: Creates a new destructible box
3. new-paper: Creates a new paper object
4. new-locker: Creates a new locker object
5. new-red-box: Creates a new red box
6. new-blue-box: Creates a new blue box
7. new-purple-box: Creates a new purple box
8. new-snake: Creates a new snake
9. new-antidote: Creates a new antidote
10. new-chamber: Creates a new chamber
11. new-yellow-chamber: Creates a new yellow chamber
12. new-white-chamber: Creates a new white chamber
13. new-orange-chamber: Creates a new orange chamber
14. new-chicken: Creates a new poisonous chicken
15. new-gas: Creates poisonous gas
16. new-fortune-teller: Creates a new fortune teller
17. new-strength-potion: Creates a new strength potion
18. new-key: Creates a new key
19. new-sword: Creates a new sword
20. new-gold: Creates new gold
21. new-thief: Creates a new thief
22. new-TV: Creates a new TV
23. new-remote: Creates a new remote

Methods

What are the methods you added or significantly modified from their original form, what types were they added to, and what are they for? Note that if you have three different methods for the same generic procedure, list each one separately.

1. (unlock door key): Unlocks the door using the key
2. (open box): Breaks open the destructible box
3. (swing hammer box): Uses the hammer to break open the destructible box
4. (go door): Takes the player through the doorway (modified to account for keys and the final room)
5. (print-description door): Prints the description of the door (modified to include door number)
6. (read paper): Displays the information written on the paper to the output
7. (lock locker): Locks the locker
8. (unlock locker combo): Unlock the locker
9. (open red-box): Opens the red box
10. (open blue-box): Opens the blue box
11. (open purple-box): Opens the purple box
12. (bite snake person): Bites the person and gives them poisoning which prevents them from using doors
13. (use antidote person): Gets rid of a person's poisoning and restores the ability to go through doors
14. (pass-through chamber): Enters the chamber
15. (pass-through yellow-chamber): Enters the yellow chamber
16. (pass-through white-chamber): Enters the white chamber
17. (pass-through orange-chamber): Enters the orange chamber
18. (eat chicken): Eat the poisonous chicken and kill the player on the spot
19. (kill gas): Simulates the player inhaling poisonous gas and kills them on the spot
20. (play fortune-teller plr-choice): Allows you to play Rock, Paper, Scissors with the fortune teller
21. (force-defeat fortune-teller): Allows you to defeat the fortune teller without playing Rock, Paper, Scissors (for walkthrough purposes)
22. (drink strength-potion): Drinks the strength potion giving the player extra strength to pick up certain objects
23. (slash sword thief): Uses the sword to kill the specified thief
24. (kill thief): Kills the thief and marks the end of the game
25. (watch TV): Simulates turning on a TV

Total stuff we built

Write the total number of items listed above.

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Who did what

For each person in your group, list the types, procedures, and methods that they implemented, and anything else they did as part of the project.

- Anaise
    - Types + All Associated Fields, Methods, Procedures
        - Snake
        - Antidote

- - - ■ Red-Box
    - ■ Blue-Box
    - ■ Purple-Box
- Chip
  - Types + All Associated Fields, Methods, Procedures
    - ■ Key
    - ■ Fortune Teller
    - ■ Strength Potion
  - Modifications
    - ■ Types
      - Door
      - Person
      - Room
  - Other
    - ■ Responsible for combining all the code and making edits
- Desmond
  - Types + All Associated Fields, Methods, Procedures
    - ■ Hammer
    - ■ Box
    - ■ Piece of Paper
    - ■ Combination Lock
- Emanuel
  - Types + All Associated Fields, Methods, Procedures
    - ■ Gold
    - ■ Sword
    - ■ Thief
    - ■ TV