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3-2 Milestone Two: Enhancement One: Software Design and Engineering

CS-499

In my first enhancement on my chosen Artifact, I must show enhancements to my knowledge of software design and engineering. To do that I decided to add a random number generator class to my game project. I added it onto the code when I first read through the overview for Milestone two. Adding this has allowed me to add a flavor of randomness to the game which would make it more fun for the end user but also allows me to just reference the class and its functions in other ways if need be. Having a class set specifically for random number generation would allow me not to have to muddy up any of the rest of the game1.cs code if other game states were added and needed to pull from the random number generator. This really allows for the code to be scalable in more ways than one. When designing and creating our code we never want to do so in a way that will have to be rewritten and possibly break later on.

Here is a link to my GitHub for the class

https://github.com/DonaldStubbs/CS499