Aug 27, 2025:

◇ Commits on Aug 27, 2025

Working test cases
DriscollEthan committed 1 minute ago   d2ad932

Fixed Replace String, Again again again.
DriscollEthan committed 14 minutes ago   25e7416

Says 'Hello World'
DriscollEthan committed 54 minutes ago   45b9e1e

I don't know exactly what changed, but I guess something did...
DriscollEthan committed 1 hour ago   8c5bafa

Important Comments
DriscollEthan committed 1 hour ago   6e50582

Fixed the Replace String Function
DriscollEthan committed 1 hour ago   6bf41c9

Replace working upto first occurence
DriscollEthan committed 1 hour ago   04a22dc

I've nearly got the replaced working. Great Foundation.
DriscollEthan committed 1 hour ago   f739e64

Actually getting Warmerish I think
DriscollEthan committed 1 hour ago   e4e7df3

Aug 26, 2025:

Actually getting Warmerish I think
DriscollEthan committed 1 hour ago   e4e7df3

◇ Commits on Aug 26, 2025

Idk what I touched, but losing my mind nontheless
DriscollEthan committed 19 hours ago   1c73c8f

Working on getting Replacement working correctly
DriscollEthan committed 19 hours ago   1773452

Fixed Replace Mostly
DriscollEthan committed 19 hours ago   3363e12

Warmer
DriscollEthan committed 19 hours ago   90ce340

Updated a test case
DriscollEthan committed 19 hours ago   150cafa

I hate working with Replace Functions
DriscollEthan committed 19 hours ago   e33e0f6

As far as I know everything except the Replace Function is Woking as intended.
DriscollEthan committed yesterday   a168880

Fixed up the Header File. And got the Operators Working correctly, except for the output recognition.
EthanDriscoll1 committed yesterday   f8e6d7e

Functionality Created. Working on Overload Operators using the Exisiting Functionality.
DriscollEthan committed yesterday   b16231c

Created the Contents Length, and updated Length to be Total Length, to track the Memory correctly. Working on Function Functionality
DriscollEthan committed yesterday   b1e9abe

Working on Custom String Class. I have the Primary Constructors and some basic base Functions
DriscollEthan committed yesterday   ba11891

Commits

Commits on Sep 3, 2025

If statement refactor, and if non valid command typed, it will ask for a valid command.
DracoSBlue committed last week
  K1149bN

Fixed bug with deallocating memory in the Adventure Room with the Item, by just not allocating HEAP memory in the first place. IDK but it works Now. Also, I got the first room working with input, ... 😶
DracoSBlue committed last week
  9X6aa9d

Commits on Sep 2, 2025

Fixed a couple bugs
DracoSBlue committed last week
  4eF5b99

I believe that the boilerplate is ready, and now it's time to text-adventure with our Game Manager
DracoSBlue committed last week
  dc4f67K

Majority of the boilerplate should be completed
DracoSBlue committed last week
  4719b6i

Created all of the base Classes. Currently got the basic Room and Item Setup, mostly, and started the constructor and Descrutctor for the GameManager
DracoSBlue committed last week
  8344fdde

Basic GDD Setup for Text Adventure
DracoSBlue committed last week
  2dbdc6c

Preparing for Text Adventure game and project for inheritance and Polymorphism
DracoSBlue committed last week
  4ad98bc

String Class ZIPPED
DracoSBlue committed last week
  c44de77

Commits on Aug 27, 2025

Created String Test Cases.
DracoSBlue committed 7 weeks ago
  582f9ad

Zipped the String Util Class
DracoSBlue committed 7 weeks ago
  bd49da5

Working test cases
DracoSBlue committed 7 weeks ago
  d1ad9f32

Fixed Replace String, Again again again.
DracoSBlue committed 7 weeks ago
  2Ke762d

Says 'Hello World'
DracoSBlue committed 7 weeks ago
  4f5de1e

I don't know exactly what changed, but I guess something did...
DracoSBlue committed 7 weeks ago
  4c9aefa

Important Comments
DracoSBlue committed 7 weeks ago
  4e49f82

Fixed the Replace String Function
DracoSBlue committed 7 weeks ago
  4b41c4

Replace working upto first occurence
DracoSBlue committed 7 weeks ago
  84a22de

I've nearly got the replaced working. Great Foundation.
DracoSBlue committed 7 weeks ago
  f73be44

Actually getting Warmerish I think
DracoSBlue committed 7 weeks ago
  e4e9d91

Commits on Aug 26, 2025

Idk what I touched, but losing my mind nontheless
DracoSBlue committed 7 weeks ago
  4e75c8f

Working on getting Replacement working correctly
DracoSBlue committed 7 weeks ago
  d7f56f51

Fixed Replace Mostly
DracoSBlue committed 7 weeks ago
  9365e22

Warmer
DracoSBlue committed 7 weeks ago
  98ce5d8

Updated a test case
DracoSBlue committed 7 weeks ago
  2f8eefa

I hate working with Replace Functions
DracoSBlue committed 7 weeks ago
  e95e6f6

As far as I know everything except the Replace Function is Woking as intended.
DracoSBlue committed 7 weeks ago
  a1A8b8f

Fixed up the Header File. And got the Operators Working correctly, except for the output recognition.
PikeDraco51 committed 7 weeks ago
  f8e4d7e

Functionality Created. Working on Overload Operators using the Existing Functionality.
DracoSBlue committed 7 weeks ago
  b1425cc

Created the Contents Length, and updated Length to be Total Length, to track the Memory correctly. Working on Function Functionality
DracoSBlue committed 7 weeks ago
  b1e9abc

Working on Custom String Class. I have the Primary Constructors and some basic base Functions
DracoSBlue committed 7 weeks ago
  ba11891

Commits on Aug 25, 2025

Zombie Minor Balancing Tweak with Zombie Damage being increased
DracoSBlue committed 7 weeks ago
  97f09af

Made it so stuns are not persistent across tons of rounds and that if Zombie dies before turn, he stays dead.
DracoSBlue committed 7 weeks ago
  a4cf5b8

Updated For Pointers
DracoSBlue committed 7 weeks ago
  4f4d9df

Finished the Room with the Rule of 5
DracoSBlue committed 7 weeks ago
  fb9bdad

○ Commits on Sep 9, 2025

Change that I didn't even know occurred.
GroundBlue committed 1 hour ago   2fc1ea3

○ Commits on Sep 6, 2025

fixed
GroundBlue committed 16 hours ago   e3d9fa3

Rezipped String Class
GroundBlue committed 16 hours ago   365fd77

Prepared Text Adventure for Deployment to friends
GroundBlue committed 16 hours ago   e41d99e

Quit was on a find function, not a quit function
GroundBlue committed 17 hours ago   e4d6c77

Fixed extra space in description of spells.
GroundBlue committed 17 hours ago   1e9a5f9

Fixed string class bug on the ToLower Function. Changed descriptions to be more ominous and follow grammar rules.
GroundBlue committed 17 hours ago   199d70e

Rebalanced the vars on the spell.
GroundBlue committed 18 hours ago   d035be4

Finished adding Restart Functionality. It appears to work correctly, but Terry has not touched this system yet. So I'll be crying shortly after lunch then, IG.
FiberGround? committed 20 hours ago   e4a0f21

Working on adding restart functionality
GroundBlue committed 20 hours ago   255e3de

removed unnecessary end line
GroundBlue committed yesterday   56a221d

Changes numbers on Poison for Balance.
GroundBlue committed yesterday   181ce6f

Quick health potion tweak to make everything feel action packed, and player can win with only the health and damage potion. Btw shield is USELESS unless you have poison, but like, whatever, trick L.. 🤷
GroundBlue committed yesterday   e5de566

Balancing Fireball and Health Potion. Fixed error with inventory removal as well.
GroundBlue committed yesterday   arefc4d

Lighting was stunning for multiple rounds. FIXED
GroundBlue committed yesterday   3ee9ba9

Checking for Lingering True/False Value was flipped, so false = true, and true = false. FIXED
GroundBlue committed yesterday   75celce

Fixed the bugs from moving the function over, and tweaked some spell damage values.
GroundBlue committed yesterday   b395bd8

Fixed Update being in Header, moved to CPR. Working on balancing.
GroundBlue committed yesterday   bf9ad42

Inventory check did not have an Out of Bounds Checker, so if inventory was full, the for loop would go out of bounds. FIXED
GroundBlue committed yesterday   b22d9e5

Terry is mean, and broke the item being grabbed, not working in ARRAY, since 'CurrentRoom' is a deep copy, but fixed it by doing that in the array as well.
GroundBlue committed yesterday   6662f4d

Added messaging player feedback, and everything appears to be working as mostly intended.
GroundBlue committed yesterday   bf9af6e

Functionality Working. Needs Player Feedback Texts!
GroundBlue committed yesterday   5632edf

Re zipped String Class for Reupload'
GroundBlue committed yesterday   28Ta69b

Fixed error with the String Equals Function.
GroundBlue committed yesterday   189e581

Combat sequence should work as intended, needs TESTING
GroundBlue committed yesterday   6ce9a42

○ Commits on Sep 5, 2025

Fixed the update loop being the in the header of the game manager. Setup the boilerplate for the Combat section. It just needs the actions to actually do something
GroundBlue committed 4 days ago   d479f43

○ Commits on Sep 3, 2025

Made it so input can use the number that is listed next to the word, instead of just the word.
FiberGround? committed last week   7e20abe

Fixed "lighting" to say "lightning"   `Verified`   e4b9731
GroundBlue authored last week

Movement words must be exact left, right, up, down, and inventory command is now at least inv
GroundBlue committed last week   f86d4cd

Fixed grab bug, and need to change everything from find to Equals
GroundBlue committed last week   7a9de0b

Finished the main exploration text with some extra features.
GroundBlue committed last week   c6a60d9

Fixed a bug where an else if statement was using find, and did not check for != -1, so it always ran, even though it wasn't supposed to.
GroundBlue committed last week   169d9e

Fixed a bug with the item taking not updating that for the next set of text
GroundBlue committed last week   97e6e4e

The text should be completed and working for the exploration. I do need to check but will do that after this commit.
GroundBlue committed last week   4e42f44

Technically all room movements work, I just need to update the text for the rooms
GroundBlue committed last week   4c4d6f

GitHub Repo Link: [DriscollEthan/IntroToCpp: Course Work for Intro To CPP at AIE Seattle](DriscollEthan/IntroToCpp)

Resource List: Previous Knowledge.

Challenges: Beginning my journey as a programmer at Academy of Interactive Entertainment in Seattle to acquire my Advanced Diploma of Game Programming, I started to work with Git on the command line, instead of just GitHub Desktop. I hand typed command such as, "Git Pull, Git Push, Git Commit -m 'push title', Git Add :/, etc." At times I forgot to include the second quotation mark for 'Git Commit -m "(title)"', or other times I miss typed a word. To fix my issues, I would either restart Git Bash entirely, add the second quotation mark on a new line, or even retype the command from the start. Every error, unfortunately, took away precious development seconds that were imperative to my project's success. Fortunately, I was able to push into overdrive to recover these lost seconds.

Weaknesses: As a relatively new user to working with Git on the command line, I don't fully understand some of the nuances of the command line, such as being able to drag drop folders into the command line for the ability to get that file path quickly dropped into the command line. But I was able to figure out that I could open Git Bash within the folder, so it already references the folder address located on the hard drive. If I ever find errors, or need to know how to fix problems, I will research these problems by looking it up on Google, and checking Stack Overflow, and other developer websites, that may already have the solution I require.