This is the first game I ever made. It is called CandC combined and I will explain why a little later. I used C++ to code it and everything was done from scratch. The UI is a simple console text interface. Nothing of note visually, but my aim was the code! How to make it work and function the way I wanted. Most importantly was to handle invalid input, because my brother would most assuredly not follow directions and try to break it, thanks for making my coding better Nick. I no longer can find the code for the game, but I did stash away the game exe file, so not all was lost. Memories of the beginning of my game creation adventure.

The first thing I had to do to create the game was to decide on what type of game it would be. That was easy, fantasy combat! I started to code was the combat system, I would worry about character creation later, combat was the coolest! I made the characters have three abilities and they were; swing sword, throw fireball, or heal. The balance on the combat system in the first iteration was perfect, to the point of winning or losing was really a game of chance. That was not much fun, because combat needs to have skill involved, some way to be better than your opponent. I decided that actions needed to be influenced not only by random number generators but by character stats.

The next version of the combat system needed to include character states. I went about creating variables to hold the character information. Keep in mind that I had yet to learn about object-oriented design, I had only just finished reading *C++ without fear: Second edition* by Brain Overland, so the whole game was contained in one cpp file and was coded in linear style. I had variables to keep all the information and functions to execute all the actions. Nice and simple, I overhauled the character abilities by adding the character stats to abilities, health and mana pools. The Combat system now had some life too it.

The next thing to do was to create the character creation UI. It was a matter of giving the user a choice of race, the basic human, elf, orc, or troll selection worked nicely. Each race was given a base set of attributes and then the user was given the choice to add a few points to any stats they wanted. The system was a bit clunky, having to spell everything out, but that is text games and sometimes I miss it. After that was done, I took the combat system and the character creation system and put them together in one file, hence the C and C combined name.

That was not the end of my plans for the game. I had plans to implement a map and movement, but then disaster struck. Unhappy circumstances befell my PC and the code for the game was lost to me. At least I still have the exe squirreled away for days when I am feeling nostalgic.