

Map Editor documentaiton, Tools Programming

Choices of solutions

The first thing I had to solve was how to display the map. The choices were many, as I could've gone with a rectangle with grid of rectangles, but I felt the best way was to use some sort of already established grid structure. That's why I concluded that using the Uniform Grid control would be the best for my solution and that I would place a button in each cell so that it would update when clicked. I did try to implement my serialization routine from the card editor assignment, but it won't export due to a self-referencing loop. And when I ignore the loop, it starts to eat up the all the RAM.

Noteworthy challenges

The biggest challenge here was the entire project honestly. I've struggled with almost every aspect of this assignment as is clearly shown in the final product. The biggest hurdle is the MVVM design pattern. I really struggle with databinding, and it is messing up everything else that I know I can. Serializing is usually no problem but implementing it with the MVVM pattern would be a mess. I am happy with what I got to work, but there is still a lot I don't understand.

What I'm happy with

I'm satisfied with what I've learned even if there is more to go. I'm happy that I've gotten a better understanding of MVVM pattern and how it's used with WPF, but it's still a big hurdle. I feel the grid works exactly how I wanted it to and that is something at least. I did have a nice eureka moment when struggling with toolbox. It's a bit lackluster in terms of content, but the functionality is there.

What I didn't have time for

Testing has gone a bit to the wayside along with having the tiles check and affect neighbors. Most of my time went to securing the core functionality. I wish I had more knowledge on how to utilize a tile sheet as the way I'm doing it currently is not at all scalable. If I had invested a little more time, I would've looked for a way to slice an image into x amount of pieces and store them as selectable tiles.