

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.

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.

What I didn't have time for

Half the assignment I've tried for many days to fix the myriad of problems I've faced. And I realize that this should not make the cut. But I did what I could, and I didn't want my work to go to waste which is why I've chosen to deliver it as is.