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| EASJ Notes |
| C# Mini-Projects |
| (used in conjunction with Object-Oriented Programming With C#) |

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Content

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| **Title** | MP.1 |
| **Project** | WesternStrike |
| **Purpose** | Clean up a larger project, by using inheritance, type parameterisation and other means to make the project more DRY. |
| **Description** | The **WesternStrike** project is – yet another – example of a role-playing game, this time with indians against pale-faces. You should imagine that the project has been completed by inexperienced software deve­lopers, who were also working against a tight deadline. The conse­quen­ces are that the project is poorly structured and documented. Your company has now taken over the project, and wish to improve the structure of the project, since they plan to extend the game considerably in the future. |
| **Tasks** | The task is only defined in broad terms: clean up the code, by elimina­ting duplicate code in various ways (e.g. by inheritance and type para­meterisation).  The first steps should probably be to obtain an understanding of the structure and functionality of the project. After that, you can start by focusing on a single aspect of the game (e.g. weapons) and then pro­ceed to another aspect.  Keep in mind that the game is poorly documented, and you may at some points need to make assumptions about the gameplay, based only on what you can observe in the code. |