**CS 162P Self Evaluation for Lab 4 – Dungeon Crawler**

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| --- | --- |
| Your name:  Sandi Jasmer | Date: 7/30/20 |
| Are you willing to allow your code to be used in example debugging demonstrations or documentation?    x Yes  No | |

**Instructions – Part 1 (draft)**  
This document is to be turned in alongside your first draft of this lab. You will use this document to indicate your current progress through the lab, as well as areas where you are struggling conceptually or in converting concept to code. Please use the space underneath each evaluation criteria to describe any errors you are receiving or challenges you are having implementing the required functionality for your code.

**Functionality**

|  |  |  |
| --- | --- | --- |
| **Criteria** | **Draft** | **Production** |
|  | |  |
| ***Basic Expectations*** | | |
| Does the program compile and properly run? |  | Yes |
|  | | |
| Are all functions commented? Is the program itself commented? |  | yes |
|  |  |  |
| Are constants used where appropriate? |  | YEs |
|  | | |
| ***Functions*** | | |
| Are the required functions implemented? |  | Yes |
|  | | |
| Is the dungeon properly created with random traps and treasure? |  | yes |
|  | | |
| Does the display function properly display the dungeon? |  | yes |
|  | | |
| Does the get move function check for inbounds before accepting an input? |  | Yes |
|  | | |
| Does the check move function properly check for a move onto a trap or treasure? |  | YEs |
|  | | |
| Does the update dungeon function properly update the dungeon? |  | Yes |
|  |  |  |
|  | | |

**Instructions – Part 2 (final)**  
Update the preceding table to reflect the current state of your lab assignment. If you reported errors in your initial draft that you have since fixed, please replace the information describing your errors with a brief summary of how you solved those errors. Please also indicate any areas that you feel you are still struggling in.

Please answer the following questions, in your own words, regarding your experiences throughout this lab.

**Experiential Review**

|  |  |
| --- | --- |
| **What aspects of this lab did you find most challenging?** | |
| This was challenging to understand the game from python POV. I’ve done this game in C++ but we passed everything via reference so understanding what I am actually passing and adding moves to takes me a moment to grasp. |  |
| **What concept from this lab do you feel you have the best grasp on now?** | |
| I’m getting much better with my algorithms so I know where I am missing something and also easier to find when something is wrong and where and how to fix it. I used the debugger a lot and can see where my errors are too. I’m trying to add monsters that move and I got a lot done but it errored on me before display map so I’m figuring everything out there now too. What is turned in doesn’t have monsters. I am treating the monster just like the player move. | |
| **Please summarize the basic information about tupples and arrays:** | |
| Tuples are immutable and can’t change however we treat them very similar to a general array and pass information to each other. | |