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Computer Science I

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Team Member Summary

As a team we functioned very well by divvying up the work during our meetings so that we were able to share the work and to allow for all of us to have a chance to write code. I primarily worked on assigning stat values and creating monsters for the game. When I wasn’t coding the monsters I was there as a reference checker, a second set of eyes for each part header and cpp file, and I provided creative ideas to some of the small exposition and to the development of some of the factoring in the code. The primary problem I ran into and helped solve was when we were needed to have a way to randomize and to call on the monsters in order to create a unique play through each time. Our solution to use a two-dimensional array to aid in randomization of monsters was the solution that I worked with Ben to create. The main exposition was one of the things I had very little to do with. Joshua was the primary creator of the dialogue and story of the game.

Through this project I learned fun new things about Parent and Daughter classes. The primary thing I learned was how the parent class may use certain variables but in order to pass those variable to daughter classes you need to use protected variables instead of private variables. I also learned about the incredibly intuitively named pointer function and how to create and use them in order to call functions and how they are the better alternative to the dot operator.

I enjoyed overcoming the entire project. It was a bit of a daunting task at first because of all the aspects that needed to be accounted for and done. In particular the most fun challenge to overcome, besides the project as a whole, had to handle the assignment and call of functions using a pointer operator instead of a dot operator. It was great to see how powerful it is and how efficient it makes the coding.

On another similar project I would have done very little differently. The only thing that comes to mind is maybe using something more efficient than arrays for holding either the monsters or any sort of exposition, a stack might work if a stack functions how I’m thinking it does.