Robot RPG Project

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There are some differences that I made since the preliminary report. One big thing is that I made an entire class dedicated to making an enemy. This class is derived from the Robot class and the enemy class is different than all of the other classes and it is not accessible by the player. Personally, this was only because I was unable to make a random enemy that had a random class. That may be something that I can do in a future project. Another thing that I changed was that way that the game saves. Instead of making the player manually save the game through the main game menu, I made it to where the game automatically saves the progress into the save file after finishing a battle, whether you win or lose, and also whenever a new character is made. There are now only four options in the main menu which, respectively, are New Character, Load Character, Battle, and Exit. Another thing that I had to implement since then was the XP and the level system and how they can affect stats gained. I settled with implementing the stat increase in a function called gainLevel();. One thing that I also changed that made the programming a lot easier was making the player object a Robot class pointer. This allowed for me declare what class it would point to when in the character selection. Before I would get several hundreds of errors when trying to compile the code. A couple more changes that I made throughout the project included using more polymorphism and more inheritance. Before, I tried to code without using those and I found my code looking very very messy which made it hard to debug the code when errors would pop up. I was reluctant to do it at first because I thought it would be a lot of work, which it was, but it paid off in the end.

There were a couple things that I struggle with. One problem included was implementing the main loops. When doing so, I had to make several nested loops and sometimes it would get challenging to track them whenever and error occurred. Another struggle that I had when going through the project was the character select. I was struggling with finding out how to make a player object that was different based on the class that the user wanted. It took a while but that’s when I figure out that pointers could help out.

If I were to go back and do the project, I would have made sure to brush up more on pointers because it made the project easier but I had to do some review on them beforehand. Another thing that I wished that I did was planning out all the loops better. To be honest, I did a lot of hard coding and that would just result in a lot of errors that took hours to debug. If I had planned out more, I believe it would have saved me from a lot of hassle.

If I were to change the code if I had more time I definitely would have tried to make the game a lot more aesthetic. My game is really only text, so it does not give off and RPG fighting game. I got all of the aspects of an RPG game to work but just without the aesthetic. For example, I got character select, battle mechanics, save, and load mechanics down. There are just no accompanying visuals. Another thing that I would change is making functions for the many loops that I have. There are several nested loops and if you were to battle, you would go through a nested loop that’s within a nested loop that is then in an even bigger loop. It makes the main file look very messy and hard to follow. Having separate functions would make it a lot cleaner. This also would make debugging easier. This combined with planning would have made the project take a lot less time and I would have been able to create a better product.

While the product is not exactly what I wanted to be, I still found this project to be really fun. I thought that it was cool to be on the other side of gaming. Growing up, I have played several RPG games so being on the development side was a big change. It kind of gave me a glimpse of what people do when developing the games that I enjoy. Another thing that I enjoyed about this project versus the last one was the amount of freedom we got. First of all, we got to choose 1 of four projects and within those projects, we had a lot of flexibility. It was very interesting seeing what my peers were doing and the methods they were using to complete their assignments.