

Dungeon Dudes Writeup

Jeremy A. Carter

Saturday, February 18, 2023

Project Summary

The goal of this project was to create a text-based RPG game where the player could fight monsters, explore rooms, and collect loot.

Challenges

Trying to use different menus for when the player is in combat and when he is not proved to be kind of annoying, but we just created 2 different menu class objects to hold 2 separate menus. It would print out whichever menu is relevant to the player at the moment.

Working in a group for a short project definitely has its ups and downs. One of the biggest challenges I think we faced was dividing the work up in a way where everyone can contribute evenly to the overall project.

Successes

Making use of inheritance was really convenient when creating separate classes for monsters and player. Since they share a lot of similar properties, we created an entity class and they both inherit their similarities from that.

Kept the `dungeon_dudes.py` file clean of actual work. Managed to simplify the run of the program by calling one singular function.

Unit testing was easy once I figured out how to create one. It is different from C, so I had to do some research for some things.

Lessons Learned

Still need to work on adding comments some more.

Need to learn how to create automated test cases for certain scenarios.

Need to work on making good docstrings for functions.