

Dungeon Dudes Writeup

Elizabeth Creek

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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

My biggest challenge during this project was figuring out what I could do to help my group. I was very fortunate to be in a group with very talented developers, so they did a lot of the heavy lifting. I wanted to help them as much as I could, but we all knew I was the weakest when it came to development, so I helped more with proofreading, creating documents, and creating mock-up monsters. I would like to be able to contribute more to my groups in the future, but I know it would've slowed my partners down a lot this go-around.

Successes

Because I had such great teammates, they explained a lot of things during development that I wouldn't have thought of before. Seeing and understanding the way they plan and develop their projects gave me a lot of insight on how I might plan and execute future projects, whether I work alone or in a group. I am very grateful that they took the time to explain things to me when I didn't understand them, and I hope that I will be able to do that in the future.

Lessons Learned

This project taught me that it is good to have people of varying skill-levels in your group. More talented people can explain things that less skilled members might not understand, and portions of the project can be divvied up based on the difficulty of implementation. It also taught me that **everyone** is capable of contributing something to the project. I was definitely the weakest link in this group, but my teammates still included me in planning and development where they could. My main takeaway is that everyone can be useful to the group, and

the most important part of teamwork is figuring out who can contribute what as early as possible.