

# Post-project Writeup - Dungeon Dudes

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## **Project Summary**

The task was to create an text-based adventure game with basic combat, looting, and exploration systems.

## **Challenges**

The primary difficulty that comes from working with Python now is actually just breaking myself out of the mindset of working with C. I have to stop myself from trying to implement actual data structures and just accept that some things are given to me for free again. Additionally, docstrings impose more stringent requirements for documentation than what C requires, which also is taking some getting used to, especially when it seems like what is being done should be obvious, but it needs to be replicated in several places at the module, class, and function/method level.

## **Successes**

I got to do creative writing in a programming course. That was fun. Doesn't actually contribute to the program's functionality much, but it makes it feel a little bit more like an actual game than a two-day project. As for successes related to functionality, I thought that the creation of a menu class was actually pretty nice, because it's portable for future projects and allows me to more easily make and display menus on the fly. The attack potion also ended up being relatively simple to implement and fun to create, just because it involved using some custom item addition and removal methods I built into my classes specifically for it.

## **Lessons Learned**

I spent a lot more time writing documentation in the project, it felt, than writing code, which is a blessing and a curse in comparison to C. It was easier to express the ideas that I had for the game in code, but it also meant more work on the back end to ensure other developers can understand my chicken-scratch. Still, I'm overall pleased with how things went. It's nice to be back and working with a language that doesn't force me to build the gun and my foot before it allows me to shoot myself in it.