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Game Programming 2

Lab 4 Report and Post-Lab Questions

Introduction

Methods

Conclusion

Post-Lab

*1. Why are lists used instead of arrays in the LoadScript?*

We are only going to be reading the information, not modifying and storing it from the document.

*2. What other method(s) could you use to load the data from an external file?*

*3. What is the purpose of having two loading systems in your load script file?*

Redundancy. You want to have a fallback if the user document is incompatible, mislabeled, or misfiled.

*4. Will FileInfo ever be null? Why/Why not?*

If the file exists, but there is nothing in it; a blank file.

*5. How could you allow the player to tell the engine where their file is that contains their custom sentences/phrases?*