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CS 162

Project 3 Reflection

Working with the Fantasy Combat Game was not as difficult as a few of the other projects we have worked on thus far in the course, but it still threw me a few curveballs. I found the character files overall relatively simple to implement. After setting up the character base class, and working through one or two specific character classes, it became pretty easy to a point. It wasn't copying and pasting, a cardinal sin in programming. However, the logic followed the same idea, setting the default values, and working our way through what the program would do depending on what a certain character did or how much they rolled on defending or attacking. Once I had the hang of that, I felt like I had a much better idea of where I was going with my program overall. The special abilities definitely did not make the program any easier and made for a few missteps on my part as well as some heavy duty thinking and researching on how to make certain ideas work. However, I felt that it was much less daunting than Langton's Ant was, being the first program with complete and (almost) totally free reign on what to do. I felt a lot of the things I struggled with were in main, as the rest of the classes and files themselves I felt the logic was pretty well served. Object-oriented programming is still something that gives me pause and makes me think, however I'm happy to say that at least on this project, I felt like I had a better understanding and a better handle on this from the beginning than the other projects thus far. And I like to think that is more of a reflection on my continued learning of the subject rather than the assignment itself being any easier than the others. After working through a few of the classes, the things that I decided that needed the most focus and work were the special abilities, which took some time of their own to configure and confirm how they would work. Beyond that, I felt I have been gaining a better understanding of the subject matter, mainly inheritance, as the more exposure I have gotten to it has helped quite a bit.

## Fantasy Combat Game Test Table By: Jamie Loebe

Test Case	Input Values	Driver Functions	Expected Outcomes	Observed Outcomes
Input invalid number	Input <= minimum Input >= maximum	Main() Do.....while()	Output "Input is Invalid!" and re- prompt user	Outputs "Input is invalid!" and re- prompts user
Input ≠num	Input ≠num	Main() Do.....while()	Loop back and prompt user again	Prompts user again

