Jamie Loebe

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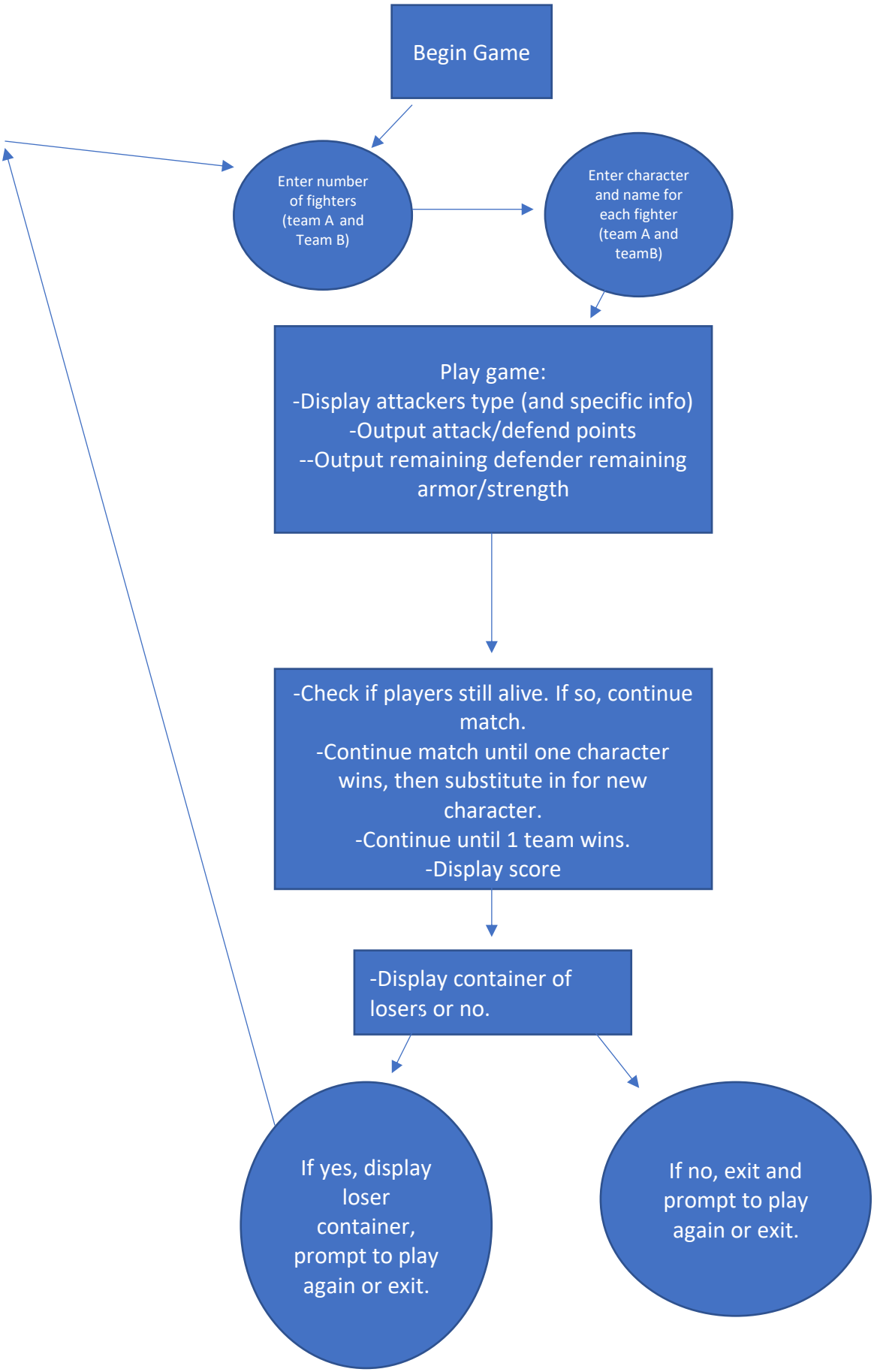
CS 162

Project 4 Reflection

For project 4, we used as the basis of the project our previous project of the Fantasy Combat Game. While we could build off of that, it also made it a little bit trickier. I worked with the base of a previous project but had to have that code interact with brand new code. I also had to tweak a few things so that both pieces of code were able to interact with each other correctly. Linked lists are still throwing me quite a bit, and I relied heavily on the book and researching on my own to work through these. I recently purchased the book C++ Primer in an effort to pad my knowledge and see C++ from a different angle than just our textbook. While that has helped, it has also added a little bit of a different dynamic. While I have the basic idea of linked lists down, I struggled quite a bit with the idea of using linked lists as containers. For a period of time working on this project, I spun in circles trying to understand the idea until I finally took a step back and just looked at linked lists and the idea of using those as a type of 'container' to hold characters in this project. The meat of this project for me came within the main file, and I know this is something I need to improve upon. I get ahead of myself with the code, and then realize that it would be a better idea to take a step back and split up some pieces of code into different files, then call their separate functions later on in main. This is something I need to work on and will continue to improve upon after this class. I also struggled a bit with keeping up with my comments on this project as well. After delving so deep into this project, and just trying to get my code to work, I realized looking back that I left a crude amount of comments throughout my program. Unfortunately, this occurs when I'm sweating bullets when I get a million errors and don't even know where to begin. Then I just get such a huge relief when it compiles, and I move forward! However, I do think this specific project will serve as a good 'quiz' for me after the class ends. I can come back to it, look it over, and try and study everything I did and think about what I could have done differently and maybe why I coded something a certain way.

Project 4 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 “Invalid option!” and re- prompt user	Outputs “Invalid option!” and re- prompts user
Input ≠num	Input ≠num	Main() Do……while()	Loop back and prompt user again	Prompts user again


Begin Game
Enter number of fighters (team A and Team B)
Enter character and name for each fighter (team A and teamB)
Play game:
-Display attackers type (and specific info)
-Output attack/defend points
--Output remaining defender remaining armor/strength
-Check if players still alive. If so, continue match.
-Continue match until one character wins, then substitute in for new character.
-Continue until 1 team wins.
-Display score
-Display container of losers or no.
If yes, display loser container, prompt to play again or exit.
If no, exit and prompt to play again or exit.