

Jamie Loebe

12/04/2018

CS 162

Final Project Reflection

Without a doubt, the final project was the most challenging but also the most enjoyable project thus far. The total freedom we were given in this project definitely made things interesting. I ran into a lot of problems, more than anything just designing what kind of game I wanted to do. I knew from the start that I wanted something more basic, and the idea was the player moving through a house and entering certain rooms with or without monsters in them. The goal being to get to one side to the other with health still. The concept was so interesting and difficult because in my mind I kept thinking of an actual video game you would play on Xbox or Playstation. It took me some time to visualize what this text-based game would look like and how it would interact. I also still took a lot of time working with pointers and the entire idea of how these classes would interact with one another. I'm sure that my code is still not perfect, and it probably has some kinks that need to be worked out. I'm sure that problems I had on previous assignments are sure to pop back up in this one as well, because I haven't truly had a chance to sit down and analyze my previous code and look over my mistakes. With that said, I have bad habits that I need to break, and this was not the project that I would be breaking those habits. This project took a lot out of me, and although I am feeling more and more comfortable with programming as a whole, it is still a giant puzzle to me. It takes me a long time to do things that people with experience would do in no times. In working on this project, I had numerous error messages yelling back at me and I went through pieces of code just pulling my hair out wondering where the problem was or what is going on. Designing my code was far from perfect, and I'm sure it has its fair share of holes to be poked through. The biggest thing for me with this project is gaining experience coding and continuing to build off of each experience. Pointers still give me trouble, as well as designing the actual idea of how or where I want to start. But with time I'm sure I'll get more comfortable with it, however I'm still very new to the whole process and my code shows that. However, I also believe it shows I am learning and continuing to build off of each experience.

Final Project 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	Re-prompt user
Input ≠num	Input ≠num	Main() Do.....while()	Loop back and prompt user again	Prompts user again

