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CS 300 Final Project Writeup

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Link to team's github repo: <https://github.com/TaylorKNoah/frupal_g4>

In this project, I mainly focus on creating the game map. I designed the style of the map and the locations of all the items. I created a mix style of Pokémon and Dungeon Fighter kind. Because the map is very large, to be winnable and “make sense”, I have to design what & where I should place each item, and make sure it is an actual game rather than just put all the items into the map for the homework requirements. I worked on creating header files for teammates to work on. I also worked on testing and debugging the functions after we coded. We exchanged ideas and thoughts on how to create appropriate functions and tried to make the program run as perfect as possible. I have to give a lot of credits to Taylor and Jordan. They did a lot of debugging and testing for the project even though it was supposed to be other groupmate’s job.

I was concerned about my contribution was not enough for this group project. Since each of us was assigned to different part of the program at the first meeting. I was assigned for designing the map which later on came to putting all the items in the map. However, my groupmates were assigned for algorithms, so later on they designed most of the functions. I could not do much because each of them had their own styles and thoughts. I was working on actual designing, so I felt like I was on different path, and felt sorry for not really working on programming.