Milestone 4 Narrative

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The artifact I used for this is my IT 140 text-based game, cycles. Like I described in my other milestone narrative, it’s a text-based game that was created in early 2023 and updated after my IT 140 course was completed. I selected it because it’s something that I had fun making and playing, and I thought breathing new life into it would be something that would also be fun. For this phase of enhancements, I decided to just focus on adding saving and loading features to the game. I’d never focused on a save loading feature before for a game, so it was definitely something new for me to figure out (though I’d worked in class with databases before). Focusing just on this aspect of the game shows that I can understand backend development, as well as that I’m ok working with databases (though they aren’t my favorite thing to work with). I can also utilize both front and backend where game development is considered. While these things aren’t essential in my professional life as I work with databases but not with their code, they are still skills worthy of showcasing. .

I feel as though I met most of the expectations I had for myself for this, especially because I realistically was thinking of lowering my expectations for myself for this part of the project alone. Simply because databases aren’t something I really find fun in. It was more interesting though for me to use databases in the case of games however, and I think that helped. Though, I still don’t find databases ‘fun’, it helps a little bit. I think overall my dislike for databases, and how they don’t really come naturally to me kind of put me back a little bit with this portion of the project, and that paired with my currently hectic life kind of led to me getting easily sidetracked because there were simply more ‘interesting’ things to do. However, I was able to create something, so I managed to get it done – even if it was late. Overall, it wasn’t too terrible – though I did need to google a few things here and there simply due to my unfamiliarity with databases, because I’ve used JavaScript a lot more than I have coded databases, so it made sense for me to get stuck here and there.