Milestone 3 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, t’s a fun little text-based game that was created in early 2023 and updated even 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 a small combat system to the game. I’d never worked on any kind of combat system outside of Unreal Engine’s visual coding system, so while I had experience creating combat systems, I also feel like it was different to stuff I’d done before as it was just the code this time around. Focusing just on the combat system showcases that I’m able to create dynamic game mechanics, using probability, states, conditions and loop control. While these things aren’t essential in my professional life, they are more ‘fun’ skills for me to showcase.

I feel as though I met most of the expectations I had for myself for this. I fully plan to flesh out this system more, alongside working on my overall conversion of the game into JavaScript, but I feel like I at the very least have a good basis to work from. It was overall interesting for me to gain a different experience with working with a combat system as I’d always used to the visual code of Unreal Engine when it came to games and combat. It was difficult for me to get the whole idea together and I actually had to draw some things out in a more ‘visual code’ style, before being able to think of them in the actual code and make sure that’s how I wanted to make the combat system operate. I feel like overall the biggest challenge of this for me was simply just thinking differently as I was so used to just dragging, dropping, and hooking things together for a combat system instead of actually writing any kind of code for it.