Milestone 2 Narrative

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The artifact is my IT 140 text-based game, cycles. It’s a fun little text-based game that was created back in early 2023 and updated throughout 2023 even after my IT 140 course was completed. I selected this item because it’s something that I had fun both making and playing the first time around, and I thought breathing new life into it would be something that would also be fun. Additionally, I was also hoping that after translating this game into JavaScript, I’d be closer to being able to publish it on the web for friends to play. That, however, would involve html and CSS work that I didn’t plan to accomplish in this class in particular – but I’m hoping that after this class I will have the base for the game and the opportunity to continually develop my skills, eventually resulting in this game being playable on the web. The translation of this artifact in particular showcases that I’m able to translated and understand what I did in my Python coding, and that I’m able to translate that into JavaScript syntax. This shows that I have skill in not only one of these languages, but both. Additionally, this translation shows that I am capable of modular thinking, and know-how when it comes to different types of data structures. This artifact was improved by translating it into a language that will eventually allow for it to be published on the web (in the future, outside of this course). The overall game looks cleaner from a coding basis, and this translation also allows for the game to be continually updated and scaled upwards in addition to being able to add web-based graphics and interfaces further down the line.

I feel as though I met most of my expectations with this. I would’ve liked to have more time to fully flesh out things, but I had a busy week and that simply wasn’t possible for me to implement all of the rooms and items – I do however have a nice base to work from and copy/paste those things in there. I plan to finish that up so that everything is fully 1-to-1 with the python script plus some more fleshed out room descriptions and such – but that is something that will be done between now and the final version as I continue to work on this project. Though this translation project, I learned how similar python and JavaScript were – as well as how different they were. The only issues I really had were getting my VSCode working with JavaScript properly as I hadn’t used VSCode in a while. Other than that, my main issue was with timing as this week I was pretty strapped for time, so I didn’t get to sit and go over room descriptions and such so there is a lot of ‘placeholder’ stuff. Other than those things, there wasn’t much of a challenge as I’d frequently used JavaScript in my work life, so I was familiar with the language, and it was also somewhat similar to Python as far as the game itself was concerned.