

1 Team Members:

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2 What Went Well?

- We did well in creating an abstract item class that relies on derived objects to provide context
- We did well as well in communicating coding issues and suggestions through discord and working to problem solve errors
- We did well in using maps to create an easy method to find pointer objects quickly when needed.
- We were able to spot errors in our initial design and see what we must refactor.

3 What Did Not Go Well?

- We have had some design issues in not considering that classes are meant to be able to affect other classes but not consider how they will have an easy way to perform that, so our parameters may need to change
- Having extensive, working tests before doing some parts of implementation would have made it easier to check if things work prior to putting it all together and bug fixing
- Having pure virtual functions means that even if an item has no use function we still must define the function, so if we have time we may need to go look into making a base definition or a different abstract class to utilize items that don't have uses.