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CSCI 447-A Game Development

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Assignment 5, Game Map in Graph

First I wrote the deck creation and randomization. I semi manually added the cards to an array, because I couldn’t add them procedurally due to having to add a name, not just a number. Then I used the shuffle function from <algorithm>.

I had multiple LNK2005 errors, due to incorrect creation of my classes. The errors did not go away after I fixed the issue, though, and I had to scour to find a solution. I found this blog post: <http://cubicspot.blogspot.com/2007/06/solving-pesky-lnk2005-errors.html>, which described how to fix the error. Apparently, I had “A bad build. For some reason or other VS just occasionally barfs.” I assume this was due to VS not getting rid of the error in memory.