Madi Binyon

CS172 – 1

Pete Tucker

11 December 2018

Individual Summary

Overall, I ended up referencing the PowerPoints and in class code quite a bit to recall how to use File I/O, Polymorphism, and Inheritance. These helped me a lot. By doing this project, I feel like I have an improved understanding of reading from files and responding, which will help me in the long run if I decide to make more games like this. The only function I did not know prior to picking this project that I knew I would need was getch() to move the player around with the WASD keys. With some help from a friend who had used it before and a testing program I found on Stackoverflow to determine the ASCII values of the keys I intended to use, it ended up working just fine. I was surprised, mostly because I used the top-down coding method, how frustrated I can get when things don’t work right away. I don’t think this was the right method for me because I had to build so much of the code before I had any tangible results to validate all the work I had done up until that point. If I built the game again, I would probably try using a different method of coding to see if it works better just in general with how my brain functions. I am going to be saving this game to my portfolio for grad school, so when I alter it over the years, I want to add more challenging puzzles, more rooms, and more items in the rooms for the player to interact with. Right now it’s kind of bare, but I was surprised how much code had to go into a game this small, so for this project I think it was just right.