Course Project

With this course project, my intentions were to demonstrate a text-based video game for educational and entertainment purposes. Using Object Oriented Programming, to provide an in depth multiple choice interactive story, creating the classes and using abstraction, to pull from the hero class, was a good beginning to the program, however inheriting choices from the hero class to determine, how the multiple choice story options were presented, created quite a challenge, more than I would be able to do on my own in the short amount of time I was able to create the game.

The project is a course in its own right, and gives me a valuable lesson in time management, as well as deadline expectations, I wanted to take the challenge and build my skill while learning in the classroom environment, that way I can get a good understanding of how phase projects will work in the workplace.

I took what I have learned throughout the class and implemented it into the game, starting with reuse, and inheritance. I utilized this by creating classes that would give the player the ability to name their hero, choose the hero type, and inherit the weapon of the hero class for their journey.

I utilized an interface to be used to pull the IJourney class. When utilized the hero will start their journey, in a mission 1 where they are presented with a dilemma and made to choose which option they would like to proceed with, based on the hero class.

Using text SQLite, to control what options are available at which part of the journey, and by whom the player has chosen, as well as an array to store the information, for a complete text file of the way the game played out by choices made.

In summary, the Advanced object-oriented program I created, was utilized properly to demonstrate understanding, however the short amount of time, and story line, became quite the issue.