

Selkie and Munros Report

Overall, I think I managed this assignment well with a completed working program. The program meets the core requirements of the assignment with it having a menu system with allows the user to select from various options and a functioning game. For the game it creates a board with Selkies and Munros as well as activity spaces and then based on the players option does an action. The Program meets the functional and non-functions requirements set out in the design document. Although it has not been followed as exactly as when writing the program, I realised I would have to add various fields and methods in classes, which differ from the design, for the program to work. Also, I wasn't able to add a GUI like in the user interface design. Some of the optional extra's I implemented into the program was random generation of the board, and the leader board displaying the player who completed the game in the least number of turns.

During the assignment I was having I was having issues with the player movement going left and right to the gird, but I managed to solve it by working out fi the index of the grid array was odd or even. If it was even the player, the move right and odd would move left. Something I added to the program was checks when dealing with files. For example, in the FileAaction class I added methods which check if a file or directory exist before opening it or editing it, and then if not tit would create it. This prevented an error occurring or unable save game in the event a file got deleted.