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Chip’s Challenge Final Discussion

My final design does not differ *too* much from my initial design. However, I am disappointed in my inability to implement a second level. I had the foundation implementation correct to account for any level, and also had a 2D array set up to begin implementing the second level directly. However, I was unable to figure out how to clear the screen after reaching the portal. Thus, I was never able to test a second level, and could not complete that part of the assignment. However, as one can tell, every feature that I implemented in the first level works perfectly. There are walls that can only be opened once you walk over the correct keys. Furthermore, there is a hidden wall that is only opened once you collect all four chips located behind the “key walls.” I abstracted most of my implementation to the classes themselves that define the movements (such as Chip containing logic for his own movement) in order to make the programming more readable and efficient. If I could have started from scratch again, I would have abstracted and encapsulated even *more* of the functionality of my program, as there is still a bit of copy and paste code, and a bit too much logic in the Simulation class of my project than I would have liked to see. Lastly, of course, I would have liked to been able to figure out how to implement a second level, however, I tried for hours to refresh the map after reaching the portal. Sadly, I could not figure it out.