Group Report

Date: 9/12/2019

# Module: 2 Sprint 1

# Group Member(s): Bradley Legge, Dilshod Sadiev

# Name of Project: Dungeon Crawl

# Who Wrote Report: Bradley Legge

# Responsibility Break Down:

Bradley was responsible for creating the 4 arrays for the project. Shod was responsible for creating the 2 lists and creating the method to run through each room when user enters north or south. In collection we both worked together to implement the arrays to be displayed to the user when they asked for them as well as piecing the method with the room array for user to move throughout the dungeon.

# What programming issue did you run into:

At the start of this sprint we decided to create two different classes to separate our workloads. After discussion with Mr. Buckwell we found out that wasn’t a requirement. In addition, we created a menu for the user to choose from which was not asked of us. On a separate instance Bradley wasn’t quite sure how to push the project back to Github which responded in a bit of a mess.

# How were they solved:

By combining both classes together into one we were able to get the methods working as intended as well as deleting out our menu for the user to choose from. After learning more about Github we were both able to clean up our project and get it running properly.

# Any technics used that were not in the book:

We were asked to display our weapon array in alphabetical order. While looking through the book and online we found an easier way to sort the array. We used the Array.Sort method to sort the array easier.

# Suggestions:

With this being a semester long, group project I find it is very helpful to be able to work on the project together in class. I know there is time outside we will work on parts of the project but being face to face helps out a ton. Going forward I hope to have better face to face communication within our group inside and outside of class.