Group Report

Date: 10/03/2019

# Module: 3 Sprint 2

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

# Name of Project: Dungeon Crawl

# Who Wrote Report: Bradley Legge

# Responsibility Break Down:

For this sprint Shod was responsible for designing the games rooms, mobs, items classes. In addition Shod also implemented the “Look(item)” extra credit part. Bradley was responsible for creating the player class as well saving a player class to a file and reading one for it. Also two enumerator’s were created by Bradley to make sure the class and race selected by the user meet the requirements of the program. Lastly, Bradley created the potions, treasures, and weapon classes.

# What programming issue did you run into:

An issue that Bradley ran into was the use of enumerators. I didn’t fully understand how enumerators worked to compare input from the user to the enumerators list.

# How were they solved:

To solve the enumerator problem, I reread the section in the book as well as watched a couple Youtube tutorials on how enumerators worked. After getting a better understanding I was able to implement them into our program.

# Any technics used that were not in the book:

Even though it may be touched upon in the book, we used the ConsoleColor to change the color of some text to appear in the console.

# Suggestions:

Overall I felt this sprint went well. It allowed us to use everything we have learned so far in combination to see the functionality of the game come together. In addition, having lab days dedicated to working on the helps with team communication as well as getting some guidance from Mr. Buckwell about problems that arise.