Group Report

Date: 11/01/2019

# Module: 4 Sprint 3

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

# Name of Project: Dungeon Crawl

# Who Wrote Report: Bradley Legge

# Responsibility Break Down:

For this sprint Shod converted our text files into CSV files as well as created a parent class that both our Player and Mobs could inherit from. In addition Shod created an interface to include weapons, armor and potions that will go into the players inventory. Brad was responsible for creating the two new classes: Combat and a Random(Dice) class which was used for dice rolls. Additionally Brad created a method from which a copy of a Mob’s object would be used in a combat event.

# What programming issue did you run into:

There were minor programming issues for this sprint however because the program is becoming quite large it took a bit of time to refactor some classes and add in new properties to them. Each instance of a change normally meant multiple changes in different parts of the program which caused overlooks and errors when compiling. For example when writing an instance of a mob object to a file a default constructor was missing in the class which caused errors to erupt and failure of the program to run.

# How were they solved:

After both Shod and myself examined the code, Shod was able to figure out that besides a couple small errors in the main program, the default constructor was missing from the Mob class and we were able to fix it and get the program running properly.

# Any technics used that were not in the book:

Although there is brief discussion on the Random class in the book, there were tons of instances of creating a Random class dealing with dice and dice rolls online. Looking over the examples online gave us plenty of knowledge to create a random class dealing with our combat class.

# Suggestions:

Not any suggestions for this sprint. We feel like everything we’ve discussed and learned in class set us up perfectly to do well in leg of the project.