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Dr. Alexander

CS 172 – 1

12 May 2015

Individual Team Member Summary

1. I contributed to the project mostly by implementing a random item system into our game. This meant that my code was evenly distributed throughout the entire project, because almost every function needed to use or take control of items. I also worked on the combat code; when a player and monster meet. I tried to add item functionality to the combat system, as well as allowing the player to have both equipped items for combat and unequipped items for use outside of combat with enemies. In addition to this, I organized meeting times for our group outside of class.
2. Our team worked together particularly on debugging. Whenever there was a serious difficulty or problem, we asked each other how to deal with the problem. We spent much of our in-class time discussing these serious issues, as well as dealing with problems that required all of us to complete. We also met multiple times outside of class, particularly when an individual was having technical difficulties. We met outside of class to discuss major changes to code and the game itself. Most of the actual coding was accomplished individually.
3. In this project, I learned about the power of vectors and their manipulation. We discovered very early on that vectors were more useful to our task than pointers. A big thing that I learned about vectors was that it is actually very easy to access all the components of a vector, change its size, check its size, and deal with other issues that are not easy to accomplish with arrays. I also learned that vectors are incredibly volatile as well. I kept getting vector subscript errors while I was debugging. I learned that this came from placing a vector in the wrong place.
4. If I did this project again, I would probably place certain methods and functions in different locations. I would probably redesign the code so that the method that gets items from a file would be in either room or character instead of in dungeon. This would probably have been easier than what I actually ended up with, but I could not figure out how to make it work. If I had more time, I would also have added a monster file and a save file. Time became a serious issue in determining how large and complicated our game would be. We only had 2-3 weeks, so we were limited in how big and complicated our game could be. I feel that this game is capable of much more, such as specific monsters, different room types, different levels of threat depending on how far into the dungeon you are, a save system, and many more items. Grand plans aside, I am still very happy for how the final project ended up turning out.