

## Enhancement Three Narrative

### **Artifact**

The artifact that I chose for this enhancement is a Python-based text game that I made early on in my time at SNHU. It is a fairly simple game where the player needs to traverse the map, which consists of 8 total rooms, and collect the 6 items before finding the dragon. If they find the dragon before collecting all 6 items, they then lose.

### **Justification**

This artifact belongs in my ePortfolio as it allows me to show off the knowledge I have and the ability to create a project that can be interacted with from anywhere in the world. Utilizing MongoDB and AWS, I have created this game where players from around the world can compete for the top spot on the leaderboard.

### **Course Outcomes**

I believe this enhancement reflects every course outcome. We can first start with the fifth course outcome, as I have not covered that in my other two enhancements. With this program running through MongoDB and AWS, security is important. To make it more secure, I created a user profile that was only read and write, making it so users who have the game files aren't able to access my database with the admin login that I would have had to use if I didn't change it.

### **Reflection**

This enhancement allowed me to work with MongoDB and AWS, which is something that I have always wanted to do. Up until this point, I had only ever utilized MongoDB as a locally hosted database. With this newly gained experience with AWS, it opens the door for the future in all upcoming projects I may work on. Allowing me to create projects that can reach the far places of the world.