

Enhancement Two 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 gives me a great opportunity to show how far I have come in my time at SNHU, with this being one of the first real things that I coded and had control over how it was written. I chose it for this enhancement as I wanted to make the game more engaging for the player, and to do this, I figured I should have them input their name and a track's successful run time. This shows my ability to create new data structures and utilize them in fun and interactive ways.

Course Outcomes

The enhancement aligns with course outcomes one, two, and four. The inclusion of this new index provides the player with a much more enjoyable and engaging experience. It does this by allowing them to compete with their friends for the top spots on the leaderboard. Making this game effectively a speeding, running typing game.

Reflection

Through this enhancement, I have gained a better understanding of how Python works and how to build out a data structure within MongoDB, which is something I had limited experience with before this.