

Enhancement One 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, it was done fairly poorly. Now, though I have the opportunity to go back and not only make the code base fit coding standards, but also make the game more engaging.

Course Outcomes

The enhancement itself aligns with the course outcomes two, three, and four. The code shows that I know how to deliver a finished product developed from scratch in a way that is engaging for the end users. The enhancement also shows that I can write code that is object-oriented and complex.

Reflection

Through this enhancement, I have learned what it takes to make a piece of software or a game more engaging and enjoyable for the users. The long time frame since interacting with the original code also gave me the opportunity to have to read through and re learn how the game originally worked and find ways in which I could optimize it. I can take the experience I have gained from this and apply it to future projects that I may develop.