

INTRODUCTION

My design displays a player's inventory in a game that stores the item names and quantity via a Hashtable<string, unsigned int>. This inventory will list the player's current items by linking the quantity of any given item via its name to the string that will be used as a key for the hash table. Additionally, the inventory will allow for more items to be inserted into the hash table quickly as the player picks up more items and for items to be deleted once the count of any given item reaches zero.

DESIGN PHILOSOPHY

CORE OPERATIONS

SET OPERATION

EXTENSION FEATURE

UML DIAGRAM

TRADE-OFF ANALYSIS

ALTERNATIVE DESIGN SKETCH

EVALUATION PLAN

CONCLUSION