5-1 Journal Assignment

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CS-499: Computer Science Capstone

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**Part One:**

1. **What is the significance of each trend?**
   1. Trends like VR and AR help to create an immersive gaming experience, while AI can help to make games smarter and more dynamic. Blockchains will secure in-game environments which could help to stop any would be hackers.
2. **How will each trend change the field of computer science?**
   1. These trends will assist in the development of other trends such as networking and graphics. As we advance with these trends, we will need to also create more advanced networking and graphics to better suit the newer advancements.
3. **How will each trend change the experience of consumers, workers, or citizens?**
   1. While the workers get to advance their experience and knowledge on these topics, the consumers will get to experience a richer environment of gameplay.
4. **How will each trend fit in with your career interests or aspirations?**
   1. I started out on this journey with the dream of creating my own computer software; however, as I developed more with my code, I started to realize that I would much rather create video games as opposed to regular computer applications. With learning about, and experiencing, each of these trends it will better assist me in my future interest of creating a top-tier video game that can be experienced around the world.
5. **Which course outcomes have you achieved so far, and which ones remain?**
   1. I feel that, as of now, I have achieved all of the course outcomes.

**Part Two:**

**Provide an update to your instructor on your progress with each category of artifacts for the ePortfolio:**

**Link to Acronym Invaders! on GitHub  
https://github.com/Wayward-One23/Acronym-Invaders/tree/master**

I have effectively designed the additional game mode where the spaceships fall at 1.75 pixels/second, causing the user to be able to pull the acronyms from memory at a faster rate.

**Software design and engineering**

I have effectively designed the additional game mode where the spaceships fall at 1.75 pixels/second, causing the user to be able to pull the acronyms from memory at a faster rate.

**Algorithms and data structures**

**Databases**

Secondly, I have created a database for the program. Now, after every game is completed, the program will call for the user’s name. Once the user enters their name and presses enter, a database will appear on the left side of the screen with the top ten highest scores that have been reached. On the right, the program will ask the user if they would like to play again. If they type Y, the program will revert back to the main menu so the user can choose their play mode. If N is typed, the program will automatically close.

Status Checkpoints for All Categories

|  |  |  |  |
| --- | --- | --- | --- |
| Checkpoint | Software Design and Engineering | Algorithms and Data Structures | Databases |
| Name of Artifact Used | Artifact Invaders! Origin: Personally developed | Artifact Invaders! Origin: Personally developed | Artifact Invaders! Origin: Personally developed |
| Status of Initial Enhancement | Enhancements completed | Working on enhancement | Working on enhancement |
| Submission Status | Submitted | Submitted | Submitted |
| Status of Final Enhancement | Submitted | Submitted | Waiting for feedback from Instructor |
| Uploaded to ePortfolio | Submitted | Submitted | Waiting for feedback from Instructor |
| Status of Finalized ePortfolio | Submitted | Submitted | Waiting for feedback from Instructor |

**References**Bradshaw, R. (2023, June 30). *The future of video gaming: Technologies that will transform our experiences*. Apollo Technical. Retrieved December 2, 2024, from <https://www.apollotechnical.com/the-future-of-video-gaming/>