



CSCI 2270

Data Structures & Algorithms

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Lecture 37

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Design Experiment

This was a weird design experiment wherein students asked me to design a game in class.

Apparently it is shameful that I don't know what Pokemon is.

The point was to model the game using data structures and algorithms. It was mostly an Object-orientation thing, with a high-level algorithm drawn up as a chalkboard flowchart.