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CS-499 Computer Science Capstone

Professor Brooke Goggin

Milestone Two: Enhancement One: Software Design/Engineering

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This artifact is a text based game created as a final project for the course IT-140. I submitted this assignment on April 15, 2022, and it was my first major project in computer science. I felt very inclined to and excited about choosing this particular artifact for my ePortfolio because I had a lot of fun creating it the first time around but knew very well that the code written was not up to professional coding standards. I selected this artifact because I knew it was the assignment I could improve on the most and fully reflect how much I’ve learned here at SNHU for the past 2 years. It reflects my skills as a novice compared to my skills now that I’m one course away from obtaining my bachelor's degree in computer science. One of the components that reflects my skills is the proper use of functions. In my first term here at SNHU I learned what functions were and their importance in creating reusable and clean code but I had not fully understood how to use them. Through various courses, I began relying on the creation of classes and functions to create reusable code and I wanted to apply these skills to this artifact. The text based game has significantly improved on both the developers side and user end. As a developer, I was able to create code that was easy to follow, reuse, and was properly commented to explain the purpose of all of its features. As a user, I was able to play a more exciting game and even play two different difficulty levels that made the game more fun to play. I believe I met the course objectives that I planned for this enhancement by creating improved code, increasing the complexity of the program, and creating code consistent with coding best practices. Lastly, a few challenges I faced when enhancing the artifact were deciding how to break down the program (as in, what are the different functions I should create) and creating a friendly user environment that would look ‘clean’ for the player.