**Reflection of Hero’s quest**

* Why you designed it the way you did

First, I considered about the whole picture of the program, thinking about how it will run { // main()

There will be a Hero object, 4 Monster objects and 1 Boss objects. //declaration

Hero needs to beat them one by one in an order {

For each monster and boss {

If win {

Get stat bonus as rewards

Shopping //this is my extra functionality

}

Else { // basically this situation is dead lol

GG

}

}

}

}

Then I extracted classes:

* + Character
    - Hero
    - Monster
    - Boss

Their relations will be explained in the diagram.

Then the major functions are:

* + - Battle ()
    - Reward ()

Implement them one by one piece by piece and test and test, then there is my program.

* How well you were able to code it, highlighting any issues you found once you tried to implement your design
  + Issue1: I can’t pass the pointer correctly. (fixed)
  + Issue2: There should be a class for the item(more\_health) in the game. However, I chose not to implement it because there was only one item in there and I don’t think it is necessary although it’s easy to implement. This will violate the relations in the diagram. (not fixed)
  + Issue3: I heard it was necessary to put foes in a list or a vector, still I don’t think it’s necessary. I implemented it in the code but I commented out the part.
* How you might change your design to make your solution more easier to implement, more efficient, or better for code.
  + By using .h files, it will make the code more clear and tidy and well-organized.
  + Create class Item like mentioned above.
  + More interesting text.
  + Maybe some animations. Have to say that I put Sleep() function in the code. I want the pure text battle to have some “real-time battle feeling”. A little bit like animations.