Milestone #4 Design Diary

Before starting this project I’m nervous about having to interact with files directly, and how to go about changing the text file to update my questions. Unfortunately I’m feeling weaker on my knowledge of trees, and that is a worry going into this project.

After my first session of working on this project I’m concerned with how I will actually get this project done. So far I’ve been able to load the text file into an array of strings, and that is how I plan on interacting with the file. My goal is to at least get the tree working and game working. With my current progress I’m worried I won’t be able to implement the update function to the game.

It has been a few sessions since I’ve updated my Design Diary, however I’m changing the way I’m approaching building the tree. Everything I’ve tried hasn’t been working well. At this point I’m gonna start over, and only use the array of strings I’ve mentioned in the previous session.

At this point I just finished the project. I was able to have the game run from the command line, and update the questions in the text file. I was able to meet all the basic requirements besides implementing the game into unity. However the way I programmed this game isn’t the most efficient way. I used a level order insertion for getting the data into the tree, and that ended up being the best decision I could’ve made for a few different reasons. It made editing the tree extremely easy, and this is because I don’t need to update the tree itself. I was able to edit the questions string Array, and mathematically figure out where the index of the “nodes” (which were really the questions) would be with a simple formula.

Some of the takeaways from the project will be extremely helpful later in this course. At one point completely stopping, and researching different techniques and ideas of interacting with trees really helped me. It was easy to feel like I failed at that point, but I’m happy with the turnout of this project. While this isn’t the best project that could’ve been made it was the best project I’ve made this semester. My code includes detailed comments, and completely works for its intended purpose. My next step to progressing myself as a programmer is spending more time on HackerRank, and becoming more familiar with c#.