Part 1 - Understand the Problem

Find 10 items from the adventure game. What does each of these items do?

1. Lamp: allows user to see in dark room
2. Key: opens grate
3. Axe: when thrown, kills dwarves
4. Jewelry: treasure, gives points
5. Diamonds: treasure, gives points
6. Silver: treasure, gives points
7. Water: helps to sprout beanstalk
8. Bear: scares troll
9. Eggs: when thrown, causes troll to vanish
10. Pillow: to drop first so vase lands on it

For a bonus point, include a short description of your favorite item from any video game. Why do you like this particular item?

My favorite item from any video game is the Escape Button from the Danganronpa. It is a bonus item found randomly in the game’s vending machine, the MonoMono machine, after Chapter 6. It allows the user to unlock a bonus scene and alternate ending where the students escape Hope’s Peak Academy and get to see what’s outside. I like this item because it is rare and hard to obtain but is very much worth finding in order to see a special ending that had been scrapped from the original.

Part 2 - Create a Plan

1)What feedback did you receive on your game?

From Ayrton’s peer review, I was able to receive helpful feedback on things such as my game description as well as the spacing. According to the review, there were only minor tweaks to be made and one of them would be to space out the narrations a bit more as they can be difficult to read for the user since they come in long blocks.

2) How will you incorporate this feedback and revise your code in order to make

your game better?

I will incorporate this feedback by adding more spaces in between narrations and revising my code to make sure the user will not have problems with reading it. I also noticed that I did not space out some of my words in my narration properly and made a few grammar error as well so I will fix this in order to make my game better. I will also attempt to find a way to have the same narration not be repeated unnecessarily.

3) You will need to add at least five items to your world. What items will you add

to your world? Where will you locate them? What will they enable your character

to do?

I will turn the flimsy birthday glasses needed to scan places into an item. and leave it where it is already located. Which is on the path that is between the entrance and the library. I will also turn the three key pieces into items and leave them where they are as well. Meaning, respectively, at the library, farmer’s market stand 2, and the manor. They will serve to open the door in the end. Lastly, I plan to make the knife to cut the cake during the last puzzle into an item as well. This will also be located in the manor.

4) Your character class will need to use dynamic memory in order to hold these

items. How will you incorporate a dynamic array into your character class? What

type will it be? What special operations will you have to write for the character

class?

I will incorporate a dynamic array into my character class by first creating a pointer and then adding the Big Three. I would initialize this array with the statement string\*array=new string[]; I will need to write special operations that let me add or drop items from the array.