

OOP: 3-day, dungeon_dudes - writeup

WO1 Michael Yockers

October 25, 2023

Sections

- Overview
- Considerations
- Timeline
- Challenges
- Successes
- Lessons Learned

Overview

This was also a struggle. Part of me likes attempting to do the projects in the designated amount of time, so I did not read through the code the weekend prior. I did not get to implement as much as I had hoped, but I feel like it was starting to click on day 3. I found this project to be more enjoyable than the previous projects.

Considerations

- Getting used to reading other people's code
- Understanding how other people's code works
- Pushing/merging so I do not destroy others' efforts

Timeline

Task/Requirement	Day 1	Day 2	Day 3
Objects			
Elemental			
FireElemental			
FrostElemental			
StormElemental			
TestClasses			
Documentation			
Design			
Test Plan			
Writeup			

Challenges

- I felt like I spent the bulk of my time attempting to understand the interactions between the classes that enable gameplay. I must have spent half the day digging through the classes back to Combatant to see what attributes and methods existed.

Successes

- Classes at least run without crashing the game... At least until character is level 5.

Lessons Learned

- There is no honor gained by not reading ahead.