

# Writeup

*Dungeon Dudes - Module O, Practical 2B*

170D CLASS: 23-001

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## 1 Project Summary

Dungeon Dudes is a text based RPG based off medieval lore. The task for this project was to implement a single character or monster based off assignment and as a class, create a fully functioning game.

## 2 Challenges

1. The bulk of Dungeon Dudes was already written, so falling in on all that code and figuring out how everything ran together was the first real challenge. It took me about a day and a half to really start to understand how the program operated.
2. Creating the item generator for the wizard was a challenge as well. The wizard deals elemental damage so trying to work through how to implement that plus all the modifiers proved to be a difficult task.
3. Working through some of the passive skills was a challenge for me as well. Reading through the manual, it was confusing to me how to implement some of the modifiers, as well as where to implement them.

## 3 Successes

1. Creating a functioning character that I was able to play the game with was pretty cool, as well as working through the characters special skills.
2. Figuring out how to implement elemental damage for the wizards weapons.

## 4 Lessons Learned

OOP is definitely not my strong suit, but it is definitely something that I would like to explore more. I'm sure classes and OOP will most likely come up in the future, as well as on the BSLE. It is definitely something I need to become more familiar, and comfortable with. Doing this will also help improve my python overall.