

Project Summary

Dungeon Dudes is a text-based RPG, where each hero and monster have their own unique set of skills, stats, stat growth, and equipment. Create a 'Ranger' hero class and implement all of the requirements listed in the dungeon manual. Once the class is created, it should seamlessly work with rest of the program seamlessly.

Challenges

Biggest challenge was understanding the overall flow of the program. There were so many classes and sources files that it was overwhelming in the beginning. Initially, I was trying to understand every class and sources files of the program, but later decided to focus on the classes that interacted with my character only. Another, challenge was figuring out the implementation of active skills versus passive skills and how it interacted with the character and which actions required CombatAction Class.

Successes

This was my first working on a project that I didn't create. Initially, I struggled to understand what class was doing what and how the program flowed, but once I realized that I don't need to understand every aspect and the source files of the program. Instead just focus on the ones that interacted with my object, it became a lot easier. I think that was the biggest success of this project, understanding that I don't need to know everything about the class except just focus on the ones that matter and implement the asked requirements.

Lessons Learned

I spent extra time fixing what I have already written because new requirements kept coming up and if I had spend more time reading the

manual more carefully, I would have reduced the time spent correcting my code and rewriting the same code over again.