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CS 162
Final Project

Reflection

This project was quite challenging in many ways. I first attempted to utilize other libraries so that I could make the game animated but that became a horrible time sink. Afterwards, I thought that I could use shared pointers to minimize the risk of having memory leaks. However, creating pointers with inheritance devoured my time, and I ended up with nothing to show for it. In the end, I decided to stick with raw pointers, and although I ended up with some memory leaks, I found that it provides a flexibility that smart pointers may not have (I could be wrong).

The biggest lesson I have learned through this project is the importance of thorough research before beginning actual coding. I should have made sure I knew how to utilize smart pointers instead of having to change my code structure all over again just to make up for the change to normal pointers. With a few files, it isn't so bad, but with more than 7 files, it becomes a real time sink.

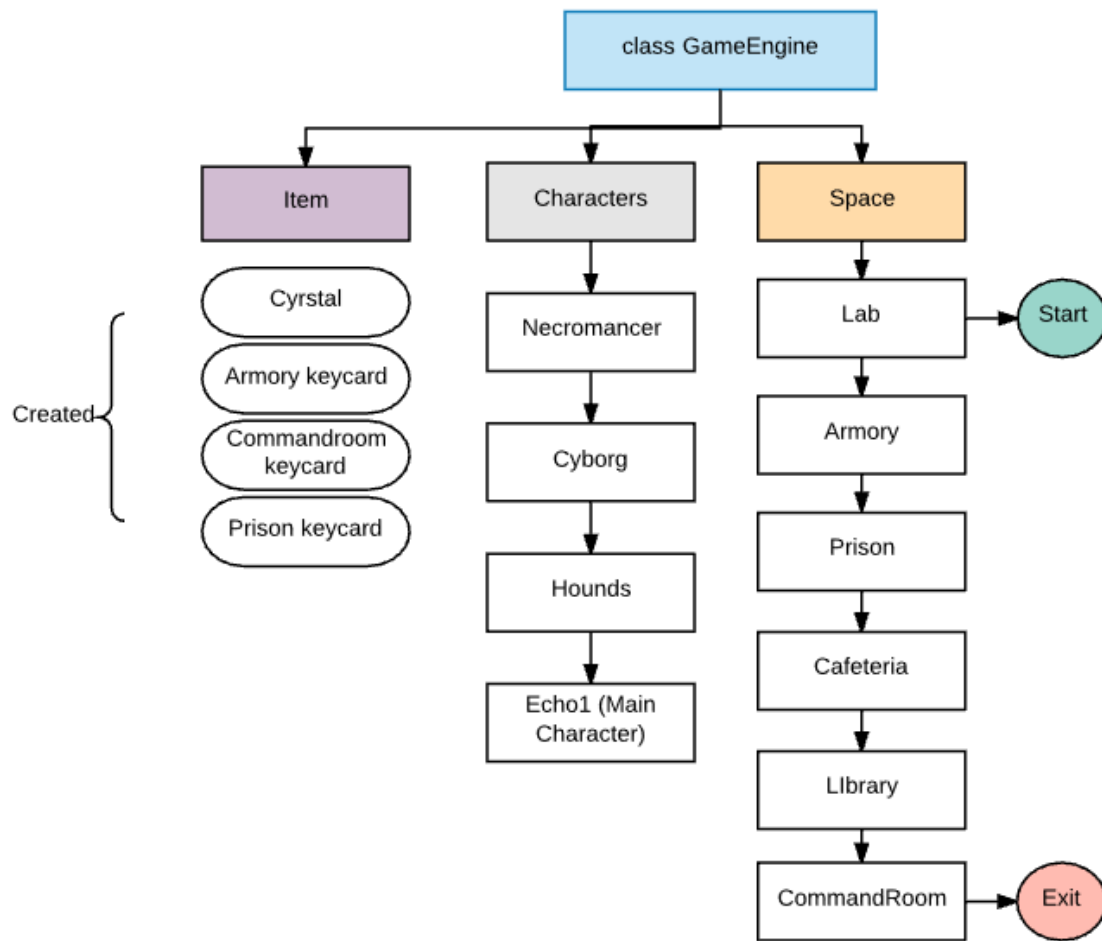
Story:

Echo1 is an experimental humanoid psychic robot. The spaceship that he was created on is no longer inhabited by the normal shipmates. His goal is to navigate through the ships rooms and collect 2 crystals that is needed to escape through the command room. Echo1 was not the only experiment that was created. There is a Necromancer, Hound, and Cyborg all to make Echo1 struggle a bit through the game.

Testing:

Testing was mainly done with maneuvering through the rooms. The biggest issue was making sure that the character could not navigate to a NULL pointer. This initially caused errors. Also, I had to decide how to make Item, Character, and Space objects interact with each other. Having a central gameEngine class made it easier to manage all the different classes under one umbrella.

Class Structure



Room Structure:

