Partner Work/Review

Return To Ventos Prime

By Dan Leash (partnered with Alex Madrigal)- 08/10/2019

I worked with Alex Madrigal for this project. We both contributed equally on the IPO. Alex made the methods/classes, the solution with the methods and variables, the Mockup and Planet 3 flowchart. I made the other 4 planet flowcharts and the algorithm. Alex is a great partner to work with he is easy going with my ideas, and I accept his ideas as well. We both are excited about this project and can’t wait to start coding it.

Part 2:

Me and Alex found a really, really cool API that allowed us to generate a map, enemies with AI, have a field of view, pick up items, and travel to new generated maps(planets). We were able to finish everything however knew we didn’t have the time to implement a merchant character, the spaceship characteristics, and the game requirements. We decided to start over and make a text-based rpg-like space game on Thursday afternoon, 2019/08/08. We both contributed to updating everything including the flowcharts, the algorithm, etc. We created a template style planet that each planet would follow, and we changed the story for each planet. It implements methods that allow you to buy, sell, fight, heal and travel to different planets. This project was a blast, but I am glad it is finished so we can continue to work together on our in-depth space game with character movement and GUI.