Dane Larson

12/9/14

CS 172

Final Individual Summary

Overall this game was a great learning experience in coding but also in problem solving. One of the hardest parts of this game was to know how to start the creation of it. Crafting the story itself was rather simple; the imagination could run wild and create anything I wanted. My job was to form an adventure that the player could travel through and find engaging. The process of breaking down the story into parts and seeing what those parts meant in code. We took the adventure step by step and figured out where dialogue would be present or where a menu would need to pop up to give the user a choice.

Since we did this process of breaking the project into smaller manageable parts, organization was key. This is the reason we had categorized headers to have all of one thing in the same place, like the Death header was where all the functions were for the different types of death a user could have happen to them. I was in charger of the story, so then I was in charge of creating the filler dialogue that moved the story along and also the menus for the choices given to the gamer. Once getting started in how the functions worked and the format they possessed, it was easy to get into a rhythm of creating the functions and they were relatively easy functions. The difficult part was keeping everything organized and knowing when to add in the correct dialogue to make the story flow.

Drew was a great partner to work with on this project. We played off each other very well because he understand the switch statements of the game and I brought the story and how it all was going to fit together.