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CS 499

**Enhancement One Narrative**

1. Briefly describe the artifact. What is it? When was it created?
   1. For this project, the initial artifact was a “text based game”. This was the final project of the IT140 class, which showed our culminated knowledge in using Python by creating a simple game where the user gives text inputs to move about a map that has no visuals, but is instead conveyed through text, telling the user which room they are on, ultimately leading to a boss battle after having collected items from every room. My game revolved around the brain, called Spiral, which lets the user collect items to fight the brain and negative emotions through positive ones.
2. Justify the inclusion of the artifact in your ePortfolio. Why did you select this item? What specific components of the artifact showcase your skills and abilities in software development? How was the artifact improved?
   1. I think this artifact is an excellent thing to include in the ePortfolio mainly to showcase growth within the last year in how I’ve gotten better in what I can create. I chose this item because it was from the very first class I took at SNHU in my first semester here, and shows the state of what I could create then, juxtaposed with how I can enhance those ideas now. The main areas of this updated artifact that showcase my skills and abilities in software development are the updated UI that is clean and easy to navigate, the integration of images, sound, and user and input, and the overall delivery method, as it is now fully hosted online and easy to play. Those all came together to improve the artifact greatly.
3. Did you meet the course outcomes you planned to meet with this enhancement in Module One? Do you have any updates to your outcome-coverage plans?
   1. I think I did a good job of meeting the outcomes I planned on meeting with this enhancement. In module one, I discussed how this would meet the outcome of designing and implementing professional looking applications, and I created a UI that showcases exactly what I set out to do with the retro handheld device look.
4. Reflect on the process of enhancing and modifying the artifact. What did you learn as you were creating it and improving it? What challenges did you face?
   1. While creating and improving the artifact, rewriting it in JavaScript, I found a few ways to make it better beyond the original idea. For example, I was able to integrate room names and move counters into the actual screen and make them dynamically change during the boss fight. I was able to remove some variables that weren’t needed anymore because of this, but then also needed to implement some new ones, especially maps with paths to the new image and sounds. One thing during the creation process that I realized was that instead of using two functions for playing the background music and boss fight music, I could write one function to handle both.

I have delivered the enhancement in a folder containing Next.JS files. If you would like to run them locally, all the actual code is in page.js, but the proper node modules are needed. After changing directory into the folder called “enhancement”, simply type “npm install” to install the dependencies, then “npm run dev” to host it on localhost:3000. I also deployed this to my portfolio to make it easier to play, and you can simply go to the following link to play it:

<https://portfolio.fayaz.one/EnhancementOne>

This updated game includes full sound design (custom background music, boss music, and click sounds, so make sure volume is on!), art for all the items and rooms, a full interactable UI with a directional pad, and a box for game text.