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CS-499

Professor Krupa

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3-2 Milestone: Narrative Artifact 1

The artifact I have chosen for my first artifact is the final project for one of my first coding classes IT 140. The project was to create a text based game where a user had to navigate using simple commands to pick up items and store them in an inventory. The goal of the game is to gather all of the evidence to solve a murder and confront the murderer. If you collect all of the evidence before running into the murderer you will be able to make the arrest and win the game. If you do not collect all of the evidence before running into the murderer you will let them go. I have included this item in my portfolio due to the fact it is the first coding project I had completed in my educational journey. This shows what I am able to do when given a blank canvass at the beginning of my time at SNHU. I feel this shows a strong fundamental understanding of coding and the understanding of taking requirements of a client/professor and delivering on them.

I did meet course outcomes with this artifact. The outcomes I achieved Demonstrate an ability to use well-founded and innovative techniques, skills, and tools in computing practices for the purpose of implementing computer solutions that deliver value and accomplish industry-specific goals. I was given an assignment to create something and I had to use my knowledge and skills to accomplish the goal of the assignment. When I went about modifying this artifact I had to relearn how to write in Python as it has been a very long time since I had written in that language. Once I retaught myself how to write in Python it was simple to add the map function. I then tested

the function and made sure that when the proper command was written the map showed to the user. I learned that writing in coding languages is similar to riding a bike although it had been a long time since I had written in Python it took me a short time to understand the program as I had written it.