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CS 172

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CS 172 Project Summary

I believe our project went fairly well. I enjoy working with Ian on these projects because we can easily bounce ideas off of each other to reach the best result possible. The geographical distance between us I believed was a bigger setback than we anticipated, but overall, we made it work and achieved a result we were both satisfied with.

One of the few major difficulties we didn't anticipate at the start of our project was the creation of 128+ results to our quiz. In fact, creating a separate result for every different answer took up more time than it took to write all of the code. We didn't realize how ambitious the task was until we were halfway through it.

Looking back, I think we could have added more to our project to make it more adaptable for other quizzes. Sure, the same code can be used for any other quiz, but the text files have to be implemented in the exact format as the way we have them set up. Because Ian created more heroes than there were results for six questions, he was on that very path of making it flexible with giving the "no results found" result.

Additionally, because there were so many results, we had to pull a couple strings in setting barcodes that reflected each character's personality. I would have added, in the form of another text file, a description for these personality traits to explain why the user comes to the result achieved.

Also, I would have definitely added a "go to previous" option. If you give an answer you're not satisfied with, you have to go through the whole program and then start over to change it. Then we would need to add behaviors on the "Character" class to operate accordingly.

Overall, I'm satisfied with the outcome of our project, and might even make a few changes on my own time to make it work even better.