Povehi

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Object Oriented Design

Final Project Log Spring 2019

Week of April 1-5: An hour was spent this week getting the rough idea for my game in order. I had the world-building of the game in my mind as early as the day that we got the project, but it wasn’t fleshed out.

April 12: I spent two hours this day really fleshing out the direction I wanted my game to be, such as more exploration based instead of combat, the setting and atmosphere, as well as setting in stone what I wanted the functions of the game to be. I turned in the proposal for Assignment 6 on this day.

Friday April 19: I spent two hours on this day cleaning up the code and adding what we learned in class to my project file.

Wednesday April 23: I spent another two hours adding more functionality to the game. At this point the DarkRoom delegate was operational (with the corresponding command to remove it) as well adding the NotificationCenter we covered in class.

Friday April 26: Two hours was spent adding the Item classes to my project and the corresponding classes.

Saturday April 27: Two hours spent adding the Lock class and corresponding classes to the project.

Thursday May 2 through Wednesday May 8: This was crunch time. I had finished work for my other classes at this point and had all the time from this day until presentation day (sans study time and a final exam on Wednesday and Thursday morning) to work on the project. I worked on the project for 6 days about 5 hours a day for a total of 30 hours in this week. First version of my project was posted May 8th, and a cleaner updated version posted on the 9th.

**Conclusion:** On my checklist I turned in with my final, I had put down I worked on the project for 30 hours. I had only counted those hours during May 2- May 8. After being able to sit down with my files and create a timeline, I can say I spent a grand total of **41 hours** doing this project. 11 of those hours were spent creating the idea and adding functions we covered in class and 30 of those hours were spent adding functions that I created.