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CS-499

Professor Sandifer

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[3-2 Milestone Two: Enhancement One: Software Design and Engineering](https://learn.snhu.edu/d2l/le/content/2019780/viewContent/43176898/View)

This artifact is the IT-145 project, which aims to create an adventure game that allows navigation from room to room. The goal of the game is to make it to the treasure room and win the game instead of falling into the trap and losing. This project was one of the first projects I did almost 3 years ago. This project was chosen because it showcases a range of skills from object-oriented programming, GUI development, and software engineering best practices. The enhancements included converting the game from a text-based game to one that allows button navigation. Players will also be able to pick up and drop items and track their scores as well.