Joshua

I did the creatures and character class and left the Dungeon class for Miles. I mainly struggled to get all of the tests working. The properties were easy, the checks were easy, and everything was going well. The issue was that I wasn't getting any points for anything. Many instructions were unclear, or wrong, or the tests were not working (sometimes all 3…). This led to a long email chain between me and you, figuring out whether it was my code or the test code that were not working, and some things getting changed and adapting my code to reflect the changes. The hardest thing to do was actually the test cases as there are just so many different things going on in the character and creature classes and all the different default values, testing all the properties, and then also testing different edge cases for the valid move and valid attacks. It's easy to set the limits in the code, but harder to test to make sure they work.

Overall this project was a rollercoaster of emotions, and I can't wait to move on. When it comes to the unit tests, I definitely have enough test cases, mainly because I ran out of ideas. I exhaustively tested each property and tested them for both Hero and Villain (essentially testing inheritance and that everything works for both child classes). I tested many different cases for valid move and valid attack, and checked default values for all creatures. I tested the changes for any child methods like Warrior's calculate dice, and tested additional methods like revive and raise dead.

Miles

Joshua did the creatures and character class, while I did the Dungeon class. I think Josh did the extra credit maybe (I did start looking at it, started it, and decided against actually doing it. Not enough time, too many other issues going on - Joshua) I wasn't really looking at that as I was having trouble with the dungeon class. The wording of some of the directions was ambiguous and for some of the functions I made the code wrong to start and had to tweak it a little bit. In the move function, I had all of the checks there when they didn't need to be there. To go along with that, in the Attack I did need the checks and to use is_valid_attack. With the two functions being so similar, I thought that they would be handled similarly, but they weren't, and if I had carefully read the instructions I would've realized this. At first, I was just making methods based on the instructions without looking at what Joshua did earlier in the code in character and creature.

When I took the time to look back and adjust my code to the methods he put in and the style he was working in, I went a lot smoother. The game end functions tripped me up because instead of searching tile by tile I was searching in the actual character lists to see the temp_health and that was not the right way to do it. The testing was pretty simple especially when I learned about the seed function that saves the spot of randomization. I think that my tests are very comprehensive and cover everything that is needed. I also had trouble understanding that the x and y were flipped. Normally x is across and y is up and down, but for this x was height and y was width which tripped me up for a while and I had to adjust. Throughout the project, my professor was very helpful and quick to help me with any questions I had. She broke down my questions in a way that helped me understand them and update my code.