PROJECT 1 – REFLECTION DOCUMENT
GATEWAY TO ADVENTURE!
10/27/2020

1. How to test and use the Project

> • *Instructions about how we should go about testing and using your project*

Run `python GatewayToAdventure.py` from command line

Follow all the steps at: Gateway to Adventure – Instruction Manual.pdf

2. What was completed as part of this project

> • *What you completed and anything that you didn't complete in the project that you would finish later*

I completed everything I had planned for as per the initial Proposal document, except some changes in the classes and methods.

There is nothing significant to be added later.

3. Challenges faced and how I overcame

> • *Discuss challenges you faced and how you overcame them*

1. Initially I had planned for using timer and buying lifetime for the user based on number of essentials bought by the User.

   Since there is no GUI in my project, it was not very intuitive for the user to use a timer. Hence, I decided to move ahead with replacing the timer with perks based on number of essentials bought by the user. Details of perks can be found in the instruction manual under "**User selection of essential items: - Table 2.**

2. Another challenging part was Refactoring of code and validating multiple user error checking scenarios.