# System Software Project Part 1 return file

This file contains answers to the requirements of return part 1

Requirements:

## Topic, scope and schedule

The topic of our project is a rudimentary roguelike game. We started with basic application architecture taken from a roguelike tutorial (<https://dev.to/ignaoya/the-c-roguelike-tutorial-part-0-the-setup-1pfo>) and we started building on that. This gave us a multitude of problems to solve as we could now focus not only on solving how to add features and what features to add but also to understand the architecture we are building on which is basically legacy code.

Our scope includes a few new features: menu, item creation, enemy and path generation for enemy, ladders between different maps and saving game data to a file and reading it. Other features include getting the code to compile on windows, editing the legacy code to course specifications.

There is no set schedule, we have small problems that we are solving continuously so movement is constant.

## Learning goal

We want to learn about a classic subject in gaming and coding, working in a team, mastering the subjects on this C course. Structs, pointer jungles, advanced code architecture in C, menu elements, ncurses library, applied data structures in C, porting applications between OS, UI design, path finding algorithm application, random generation, makefile.

## Grade we are aiming at

We have different points from the previous exercises so all of us will land on different scores, but judging by the requirements of the part 2 return we will get 30-40 points from it.

## Time spent on weekly coding exercises

Again, everyone spends separate amount of time weekly on the exercises, but from all members:

Part of the group seemed to average around 3-5 hours and another double that time. Everyone has worked on the project return for a similar amount of time.

## Time tracking for exercise work

We started a bit late but we have coded as a group:

15.4. 5h

16.4. 5h

17.4. 5h

with some hours worked individually.

Before these hours we had 2 2h meetings planning our topict.

## 30-40% of coding done

Testing:

Player cannot go through walls: YES

Menu starts game and you cannot go into empty places in menu: YES

Exiting program doesn’t cause seg fault: NO

Screenshots in separate file

## self-assessment

It has gone quite well and we have organized nicely. I think we did start a little bit late and now we are rushing. I think the main thing is to get this project done and we are doing that.