CS 111 Final Project  
Self Assessment

Your group should fill out one copy of this form and include it with your assignment when you turn it in.

# Group

*Who’s in your group?*

1. Olivia Lee

# Goals

*Say a few words about what you wanted the game to be like. Note that if you just wanted to write some code so you could get an good grade on the project, it’s fine to admit that.*

Because I did the project independently, my goal was to have a functional code without relying too much on other people (i.e. TAs) for help.

# Lessons learned

*What went right?*

My code runs! The parts that I wanted to implement worked, which I am proud of.

*What went wrong?*

Originally, my group was supposed to be my troupe group. However, we were having issues scheduling meetings with our conflicting schedules. We decided to each do the project independently, instead.

*What do you wish you knew when you started?*

I wish I knew how difficult it was to have multiple people write a single racket code. Luckily for us, it didn’t end up being necessary.

# Annoying grading bookkeeping

## Types

*What are the types you added, and what are they for?*

1. keydoor
   1. This type is a subtype of door. It requires a key to open the door and it can be locked. (The key is an object that is needed to unlock the door)
2. codedoor
   1. This is a subtype of door. It requires a code to unlock the door and it can be locked.
3. key
   1. This is a thing that has a name that can be used to open the keydoor
4. safe
   1. This is a thing that requires a code to be opened and can hold something (content).
5. sign
   1. This is a thing that has writing, a string which can be read.

## Fields

*What are the fields you added, what types did you add them to, and what are they for?*

1. key
   1. added to keydoor. It is the specific key object that opens the door
2. locked
   1. added to keydoor, codedoor, and safe
   2. it is a boolean, true if the thing is locked
3. code
   1. added to codedoor and safe
   2. it is a string that corresponds to the door or the safe, allowing that object to be opened
4. content
   1. added to safe
   2. it is a thing that can be put inside the safe
5. writing
   1. added to sign
   2. a string that is assigned to the sign

## Procedures

*What are the procedures you added or significantly modified from their original form, and what are they for?*

1. unlock
   1. for the keydoor type
   2. changes the locked boolean value to false when the user has the key in their inventory
2. open
   1. for the keydoor type
   2. makes the user go through the keydoor if the keydoor is unlocked
3. unbolt
   1. for the codedoor type
   2. changes the locked boolean value to false when the user inputs the correct code
4. gothru
   1. for the codedoor type
   2. makes the user go through the codedoor if the codedoor is unlocked
5. unseal
   1. for the safe type
   2. when the user inputs the correct code, they put the contents of the safe into their inventory
6. peruse
   1. for the sign type
   2. gives the user the writing on the sign in the form of a display line

## Methods

*What are the methods you added or significantly modified from their original form, what types were they added to, and what are they for? Note that if you have three different methods for the same generic procedure, list each one separately.*

1. Type1
2. Type2
3. …

## Total stuff we built

*Write the total number of items listed above.*

16