Liam Nestelroad

29 April, 2018

CSCI 1300 – Intro to Computing

Ioana Fleming

Oregon Trail Reflection

To prepare for this project, I first took the time to get a better grasp on specific concepts that we have gone over this semester. I main took time to understand how class works and how it should be implemented. One of the main distinctions I had to realize what the difference between a class and an object. When I first started I thought that a class and an object were the same thing but as I progressed I realized that a class is more of a template for which objects can be created from. Additionally, before I began coding I sat down and drew a plan for how I wanted to organize my code and how exactly it would work.

I did write up a code skeleton before I started, and my final project ended up being completely different than what I had originally predicted with my code skeleton. With that being said, the code skeleton helped me form a good starting point. The thing I have realized over this semester is that sometimes the hardest part of coding is knowing here to start. For me, the code skeleton helped me generate new ideas for how to progress and gave me a starting foundation.

There were many things that I could have done better though out this project that would have both allowed me to complete the assignment faster and mode the code more efficient. To begin, when dealing with the mile stones, I hard coded everything in to a class. This could have been done more efficiently if I had instead read them from the file given to us. There were also some functions that required too many parameters when calling on. This could have easily been fixed by hard coding some parameters in since the function were only used for very specific objects and tasks. The use of vectors also would have made things easier to work with and more efficient. When dealing with the wagon party members, it was difficult to have the code realize which player was dead if any died and a vector could have made that process much easier.

When I first stated, each class I made was specific to the object I wanted from it. For example, I had a class for every single object which I of course had to change once I realized I could have one class for every object. There were also times where I would have to revisit a function and change it in order for it to work with the rest of the game. This was mainly with the shop function which initial would only work at the beginning of the game and had to be redesigned so that it could be accessed later in the game. Other than that, the code went pretty smoothly because after I laid down the basic framework everything else was just a new functionality that could be easily integrated.