

3. Project Synopsis from March 10 and After Project Demo Activities to March 21.

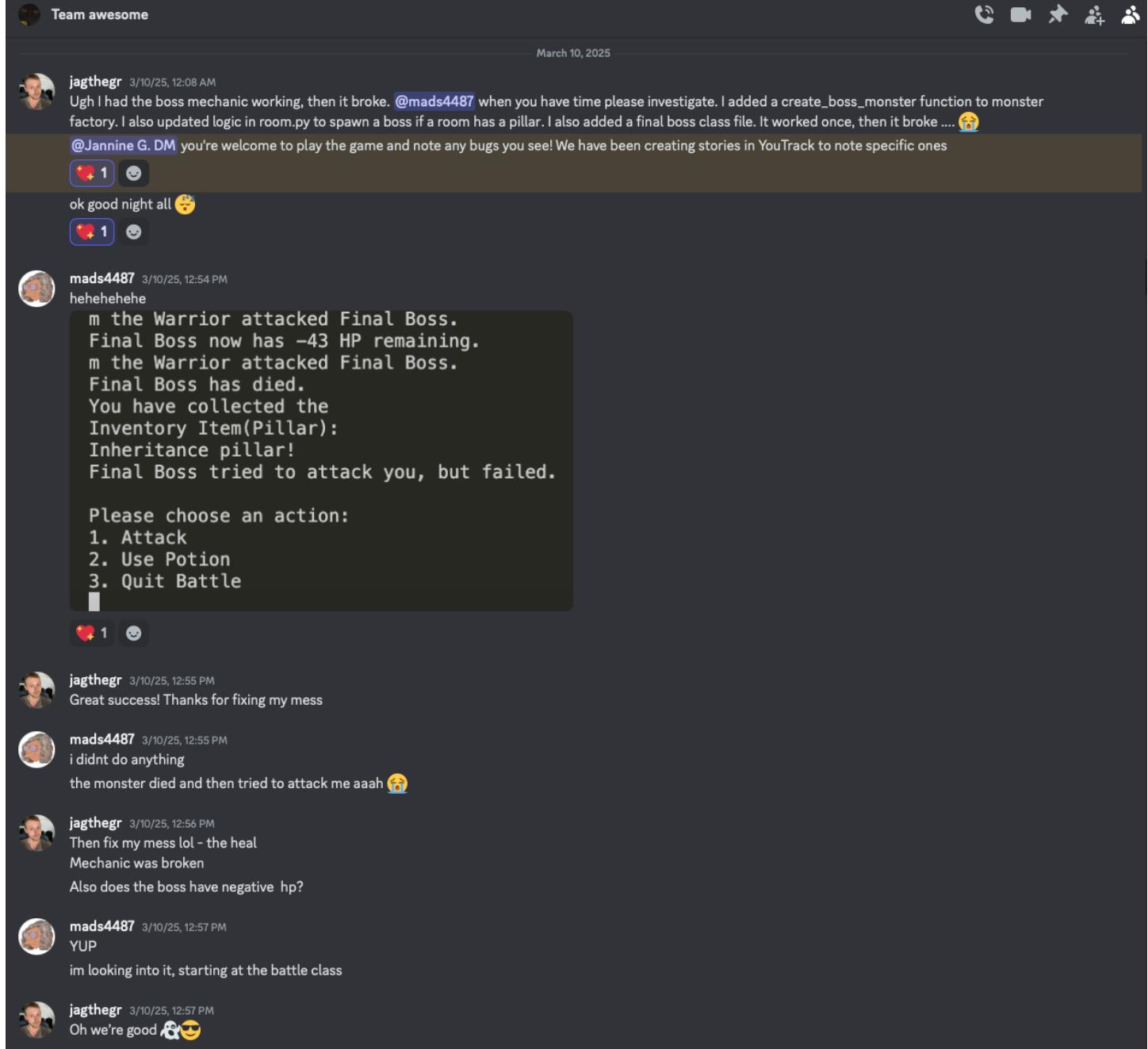
Description: This section provides a summary of discussions held via the Discord app

from March 10 to 15, following the Project Demo on March 15,

and continuing to today, March 21, for the final submission.

It addresses the challenges faced by the team and outlines potential solutions

and action items moving forward.



Team awesome

jagthegr 3/10/25, 12:57 PM
Oh we're good 😊

mads4487 3/10/25, 1:10 PM
ok the heal thing is weird? its something from the 'random' module. i cant see anything wrong with our code

jagthegr 3/10/25, 1:29 PM
I read it as a wrong number was being passed - it seems to be expecting an int 🤦

mads4487 3/10/25, 1:30 PM
there must be something wrong with the min heal or max heal numbers?

jagthegr 3/10/25, 1:31 PM
I'll troubleshoot later

mads4487 3/10/25, 1:32 PM
i think ik whtas up, the attack speed is still in the table
i thought i removed it but ig not. its a float

jagthegr 3/10/25, 1:33 PM
Oh - @mads4487 can you clean up the output for collecting a pillar? Can we easily omit the Inventory Item(Pillar) print statement

mads4487 3/10/25, 1:33 PM
everything is shifted one index over lol

jagthegr 3/10/25, 1:33 PM
Ahh

jagthegr Oh - @mads4487 can you clean up the output for collecting a pillar? Can we easily omit the Inventory Item(Pillar) print statement

mads4487 3/10/25, 1:33 PM
yes

jagthegr 3/10/25, 1:33 PM
Ty 🙏

mads4487 3/10/25, 2:00 PM
i think i fixed the float issue by moving the indexes of get_stats
but i have NO IDEA why the battle is behaving the way it is. it says bright and clear to return when monster points are <=0
but its not

Team awesome

Jannine G. DM 3/10/25, 2:51 PM
Hi, Team Awesome Possum, @jagthegr and @mads4487 !👋😊

I have uploaded our Final Formal Iteration Deliverables zip file named "Godwin_Whitney_D.MacGormain_Iteration5." on GitHub. Whenever you have time, please take a look at it for your final review and approval; it's ready for submission.😊

Feel free to add any screenshots as needed. Once you're all happy with it, please submit it on Canvas.😊

Please note that all our deliverables are outputs from our fifth sprint and do not represent our final submission, as we haven't completed the database and pickling integration yet.😊

Jannine G. DM 3/10/25, 2:59 PM
Maddy @mads4487 and James @jagthegr , I hope you're both doing well with the database and pickling!🙏

I'm feeling a bit under the weather and running a fever, so I think I need some more rest.😴☀️

I completely trust that you both will make it work—you've got this!😊

I'll catch up as soon as I'm feeling better.🙏

jagthegr 3/10/25, 7:44 PM
Feel better @Jannine G. DM 🙏 Rest and recover

@jagthegr Feel better @Jannine G. DM 🙏 Rest and recover

Jannine G. DM 3/10/25, 8:04 PM
Thank you, James @jagthegr !🙏

I'm back! I'm still not feeling well, but I'll try to look at what you both have come up with recently.😴☀️

By the way, does anyone remember when our Project Presentation is scheduled @mads4487 and @jagthegr ?
Is it this coming Saturday (March 15) or the one listed on Canvas, which is March 19?🤔🤔

Jannine G. DM 3/10/25, 8:44 PM

Team awesome

Jannine G. DM 3/14/25, 6:06 PM

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Run database

Single database connection established.
Tables created successfully.
Tables created successfully.
Tables created successfully.

Runners In Database ...

[{"Name": "Sally", "Health": 100, "Attack": 5, "Speed": 10, "Type": "Human"}, {"Name": "David", "Health": 100, "Attack": 8, "Speed": 12, "Type": "Human"}, {"Name": "Cameron", "Health": 100, "Attack": 10, "Speed": 8, "Type": "Human"}, {"Name": "Ella", "Health": 100, "Attack": 7, "Speed": 9, "Type": "Human"}, {"Name": "Mike", "Health": 100, "Attack": 9, "Speed": 7, "Type": "Human"}, {"Name": "Jordan", "Health": 100, "Attack": 6, "Speed": 11, "Type": "Human"}, {"Name": "Kaitlyn", "Health": 100, "Attack": 12, "Speed": 6, "Type": "Human"}, {"Name": "Liam", "Health": 100, "Attack": 8, "Speed": 5, "Type": "Human"}, {"Name": "Ava", "Health": 100, "Attack": 4, "Speed": 10, "Type": "Human"}, {"Name": "Mia", "Health": 100, "Attack": 10, "Speed": 4, "Type": "Human"}]

The Game is over.

Process finished with exit code 0

Pickling
A.K.A. Serialization

- The ability to save information about an object in memory to a file.

Run pickler

PICKLED DUNGEON
PICKLED HERO some number
(2, 6)

Process finished with exit code 0

Team awesome

Jannine G. DM 3/14/25, 7:02 PM

COURSE PROJECT: TEAM AWESOME - DUNGEON ADVENTURE 2.0

Game Design and Mechanics:

1. Game Introduction and Welcome Message:

Welcome to Dungeon Adventure 2.0!

In this adventure dungeon exploration game, you will explore its multiple rooms, each presenting unique challenges. Each room may contain randomly generated item(s) and present threats, such as monsters and pits.

Choose your hero type for a battle advantage, as each hero comes with unique features (e.g., special skills, damage, etc.).

You can navigate the dungeon maze using directional inputs (N, E, W, S) to collect various items.

Use the healing Potions to restore your points.

Use the Vision Glasses to display the map, revealing your current location and surroundings.

Only one of the other potions will affect your Agility, Medicine, and Poison is randomly present in the room.

Be prepared to face dangers such as pits (X), where you may fall and take damage, and monsters (M) that you must defeat. You must defeat a monster before collecting each pillar (A, E, I, P).

Finally, face the boss monster to exit the dungeon.

Good luck! This project is designed to demonstrate Object-Oriented Programming (Abstraction, Encapsulation, Inheritance, and Polymorphism). Be cautious: If your hit points reach 0, it will result in Game Over!

Have fun, and good luck on your adventure!

Please enter your name: TEAM AWESOME

The following slides are for illustration purposes only.

The Final Course Project, which integrates Pickling, a Database, and additional classes, will be demonstrated live shortly.

Jannine G. DM Click to see attachment

Jannine G. DM 3/14/25, 7:04 PM
Maddy @mads4487 and James @jagthegr , I added this particular slide note because I noticed that most of our Project Demo covers Sprint 0 to Sprint 5.

We haven't had the chance to fully discuss our Final Gameplay and Mechanics, including the additional characters. I'm looking forward to our practice run and live demonstration tomorrow.

I understand that our Final Submission is the one both of you are refining. Since March 10, we haven't completed the log of time spent, which will need to be attached to our Final Course Project Submission Deliverables. I thought it might be helpful if we could work on that together after the project demo when everyone is available.

I'd love to hear your thoughts on this so I can upload the project demo file on GitHub. Thank you!

Team awesome

Jannine G. DM 3/14/25, 7:24 PM

Team Awesome – Dungeon Adventure 2.0		
James Godwin	Maddy Whitney	Jannine G. D. MacGormain
The Brilliant Thinker	The Awesome Thinker	The Fierce Thinker
Key Contributions	Key Contributions	Key Contributions
<ul style="list-style-type: none"> Refined Foundational Playable Program from consolidated working source code. Conducted Source Code Test Cases Debugged Source Code. Implemented Additional Classes. Finalized Game Design and Mechanics. 	<ul style="list-style-type: none"> Refined Foundational Playable Program from consolidated working source code. Hosted Zoom and Google Meetings. Conducted Source Code Test Cases Debugged Source Code. Implemented Additional Classes. Finalized Game Design and Mechanics. 	<ul style="list-style-type: none"> Implemented Foundational Playable Program from consolidated working source code. Created Meeting Agendas. Implemented a standby GUI. Refined Source Code. Conducted Source Code Test Cases and Preliminary Unit Tests. Created Course Project Presentation Slides. Finalized Game Design and Mechanics.

Jannine G. DM 3/14/25, 8:18 PM

Drag additional files here to add them to your repository
Or choose your files

Github_Whitney_D_MacGormain_Course_Presentation.pdf

Commit changes

Add file via upload
Project Demo Slides

Add content directly to the main branch
 Create a new branch for this content and start a pull request. [Learn more about pull requests.](#)

Commit changes Cancel

Jannine G. DM Click to see attachment

Jannine G. DM 3/14/25, 8:19 PM
Uploaded just now @jagthegr and @mads4487 😊

Team awesome

March 15, 2025

Jannine G. DM 3/15/25, 8:09 AM
Good morning, James @jagthegr and Maddy @mads4487 ! ☀️☀️

This is it! I'm looking forward to our practice runs later.
Wishing us all the best! 🙏

jagthegr 3/15/25, 9:35 AM
Yup yup - around noon. @mads4487 can you set up the Google meeting then?

mads4487 3/15/25, 10:18 AM
yes!

im currently speedrunning toms recorded lectures hehe

@mads4487 im currently speedrunning toms recorded lectures hehe

Jannine G. DM 3/15/25, 10:21 AM
Go, Maddy @mads4487 ! You can do it!

This is it!
We're all here for each other. Go Team Awesome! 🙏

mads4487 3/15/25, 10:22 AM
were either of you able to watch the code smell video? because its the only one for me that's not loading

@mads4487 were either of you able to watch the code smell video? because its the only one for me that's not loading

Jannine G. DM 3/15/25, 10:23 AM
I haven't, @mads4487 .

mads4487 3/15/25, 10:28 AM
i juss emailed tom, hopefully he sees it before our google meeting

@mads4487 i juss emailed tom, hopefully he sees it before our google meeting

Jannine G. DM 3/15/25, 10:29 AM
I watched the project presentations from previous cohorts and gained an understanding of how the flow of a project presentation typically works.

Maddy @mads4487 , would you be willing to share your screen? Our PDF slides follow that flow.

mads4487 3/15/25, 10:30 AM
are the slides on git? i haven't checked it in awhile since i was doing 503 hw the last 2 days

@mads4487 are the slides on git? i haven't checked it in awhile since i was doing 503 hw the last 2 days

Jannine G. DM 3/15/25, 10:31 AM
Yes, Maddy @mads4487 . 😊

Team awesome

 **mads4487** 3/15/25, 10:31 AM
ah i see them, thanks! yes ill share my screen

1 🎉

ill start the meeting at 12
<https://meet.google.com/mzj-ovgw-syh>

 @mads4487 ah i see them, thanks! yes ill share my screen

Jannine G. DM 3/15/25, 10:33 AM
You're most welcome and thank you **@mads4487** !😊

I'm a bit nervous, but I can handle the introduction of the first eight slides to kick things off.

After that, I'll start with the UML class, and I would like you **@mads4487** to explain it while James covers the code implementations. Are you cool with it, **@mads4487** ?

We'll support each other throughout the presentation, which will last at least 15 minutes.

Jannine G. DM 3/15/25, 10:42 AM
We won't go over each slide; we can skip and fast forward.
They are there for illustration purposes only.
The highlight is the live demo of our course project—the one you **@mads4487** and James **@jagtheqr** are refining with the integration of the database, pickling, and additional classes.😊

 @mads4487 were either of you able to watch the code smell video? because its the only one for me thats not loading

jagtheqr 3/15/25, 10:42 AM
I also have not

Let's start the meeting by going over the slides first - I have only glanced at them

 @jagtheqr Let's start the meeting by going over the slides first - I have only glanced at them

Jannine G. DM 3/15/25, 10:43 AM
Noted, James **@jagtheqr** 😊

jagtheqr 3/15/25, 11:12 AM
I hope this doesn't affect my availability but I'm having a plumber come out to look at something now. Shouldn't be an issue tho

1 🎉

jagtheqr 3/15/25, 12:04 PM
Give me a minute to join

jagtheqr 3/15/25, 1:06 PM
can you start a new meeting?

mads4487 3/15/25, 1:07 PM
<https://meet.google.com/pfc-stex-wgb>

jagtheqr 3/15/25, 2:08 PM
We did awesome! Great job **@mads4487** **@Jannine G. DM** 🙌😊👏

1 🎉

mads4487 3/15/25, 2:09 PM
woo woo!

1 🎉 1 🎉 1 🎉 1 🎉

Team awesome

mads4487 3/15/25, 10:31 AM
ah i see them, thanks! yes ill share my screen
1 emoji, 1 reaction icon

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jagtheqr 3/15/25, 1:06 PM
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mads4487 3/15/25, 1:07 PM
<https://meet.google.com/pfc-stex-wgb>

jagtheqr 3/15/25, 2:08 PM
We did awesome! Great job @mads4487 @Jannine G. DM 🙌😊🙌
1 emoji, 1 reaction icon

mads4487 3/15/25, 2:09 PM
woo woo!
1 emoji, 1 emoji, 1 reaction icon

Team awesome March 16, 2025

@mads4487 yes each monster has its own, except final boss. also the boss version of all the monsters share the image with the regular versions

Jannine G. DM 3/16/25, 12:14 AM Just Wow! Go Maddy @mads4487 ! 🤗 😊

mads4487 3/16/25, 1:10 AM You found a Agility Potion Potion!
You picked up an Agility potion and dodged an attack with a speed of 15 from None!

mads4487 3/16/25, 8:24 AM ooh

How is the gameplay @mads4487 ?

mads4487 3/16/25, 8:34 AM its looking good! except the odd random poisoning by 'nonetypes', theres a string somewhere that needs to change

i think its under handle-other-potions either in hero classes or controller

mads4487 3/16/25, 8:48 AM i am changing "other potion" to environmental elements

this might take some time

mads4487 3/16/25, 9:00 AM looking at item generation, i might just turn all that into a factory

mads4487 3/16/25, 10:23 AM save game is broken again 😱

Jannine G. DM 3/16/25, 10:42 AM Hi, Maddy @mads4487 ! 🤗 😊

Please let me know if there are any classes that are ready for final submission.
I'd like to start conducting unit tests once they're ready to go, while you and James @jagthegr finalize the program.

mads4487 3/16/25, 10:44 AM Ok, I'm waiting for James to take a look at the pickler again, but I think everything is in order! If y'all wouldn't mind doing a play thru? My eyes might be biased from working on it this morning and last night

@mads4487 Ok, I'm waiting for James to take a look at the pickler again, but I think everything is in order! If y'all wouldn't mind doing a play thru? My eyes might be biased from working ...

Jannine G. DM 3/16/25, 10:48 AM I won't be working on the source code, as I've reached my limit with it..zz 😴

