University of Washington Tacoma
School of Engineering and Technology
24-25 Graduate Certificate in Software Development Engineering program (GC-SDE)
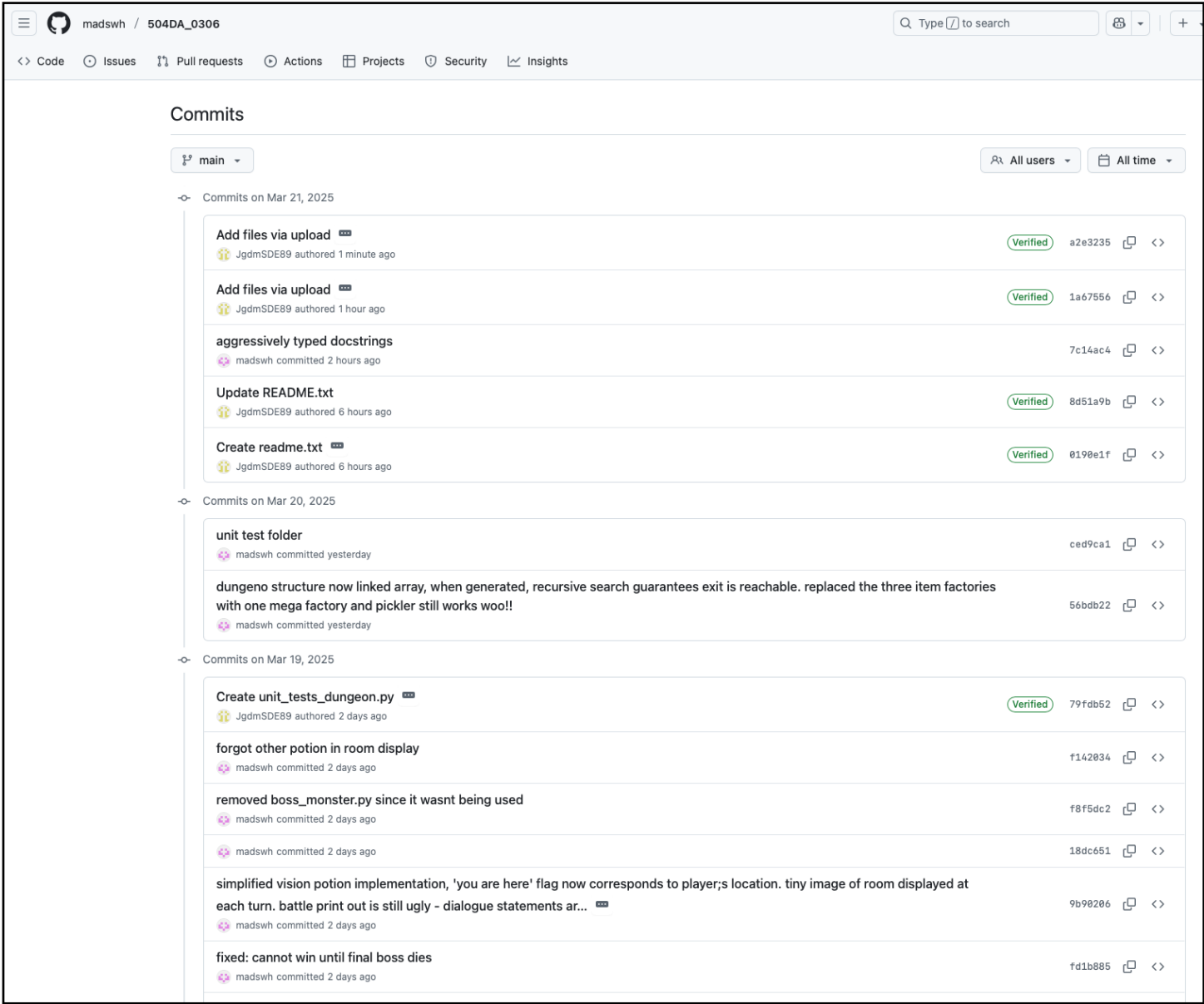TCSS 504 A Wi 25: Software Engineering and Development Techniques

Team Awesome: James Godwin
                 Maddy Whitney
                 Jannine G. D. MacGormain

Project Synopsis GitHub

1. Screen Capture from GitHub Project Synopsis

1.1 Commit History

Description: Review of the commit history for tracking changes and contributions made by team members throughout the project.

fixed: cannot win until final boss dies
madswh committed 2 days ago
fd1b885 ⧉ <>

final boss inherits from monster now, test case in main
madswh committed 2 days ago
a452656 ⧉ <>

boss monster works now. fixed small dungeon bug where final boss wasnt appended to exit.items list
madswh committed 2 days ago
3cf25f6 ⧉ <>

Commits on Mar 18, 2025

changed navigation to "WASD" style, streamlined/organised controller and battle code, special skills now always throw strings, heroes start with one vision potion, potion string is now correct duri... •••
madswh committed 3 days ago
9ffaaf0 ⧉ <>

battle, attack speed works. not as pretty as it should be
madswh committed 3 days ago
55cad04 ⧉ <>

implementing attakc speed, the string are getting gnarly
madswh committed 3 days ago
b95e17f ⧉ <>

monsters and heroes fill stats in the right order, including attack speed
madswh committed 3 days ago
a67aa99 ⧉ <>

healing is fixed
madswh committed 3 days ago
ebd021f ⧉ <>

Commits on Mar 17, 2025

Update unit_tests_dungeon.py
JgdmSDE89 authored 4 days ago
Verified 750204d ⧉ <>

put the unittest stuff back in
madswh committed 4 days ago
de4c451 ⧉ <>

filepath in databse.py now puts .sql into the correct directory so db manager looks in the right place
madswh committed 4 days ago
733b8f5 ⧉ <>

fixed pickling - I can save
jagthegr committed 4 days ago
51c88f0 ⧉ <>

Merge remote-tracking branch 'origin/main'
jagthegr committed 4 days ago
71504df ⧉ <>

made hero crushing blow stronger
jagthegr committed 4 days ago
24a372d ⧉ <>

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Commits on Mar 16, 2025

Update unit_tests_for_room_and_factories.py •••
JgdmSDE89 authored 5 days ago
Verified 8fe7849 ⧉ <>

Remove string "Boss"
jagthegr committed 5 days ago
d86d740 ⧉ <>

Added strict types to fill_stats(self) method for all monsters ... broke attack, it never works. Just fails
jagthegr committed 5 days ago
4d6e970 ⧉ <>

Updated db because of stale data. Game loads but errors in battle.
jagthegr committed 5 days ago
503d071 ⧉ <>

Deleted old db, now heroes have the correct health. Attempted to avoid TERM issue
jagthegr committed 5 days ago
551bbb8 ⧉ <>

error handling for invalid player input
madswh committed 5 days ago
f71f427 ⧉ <>

updated "other potions" to be in potion class, pits come from other potions named "poison" - returns one of 2 dialogue str's. all potions come from factory, pillar and potion now inherit from abc I... •••
madswh committed 5 days ago
5b5c045 ⧉ <>

no more EnvironmentalElement, pits come from potion factory now. pillars stopped spawning?
madswh committed 5 days ago
9fe7be4 ⧉ <>

tiny bug fix for vision potion
madswh committed last week
3b53e72 ⧉ <>

<> Code | ⊙ Issues | ⑆ Pull requests | ⊙ Actions | ⊞ Projects | ⊙ Security | ⬕ Insights

Commits

⑁ main ▾

⚇ All users ▾   ⬚ All time ▾

─○─ Commits on Mar 16, 2025

game immediately ends after non-battle related hero death, cleaned up battle method (de-nested & modularisation), moved unit tests to unit test folder
⚇ madswh committed last week
97789a2 ⎘ <>

─○─ Commits on Mar 15, 2025

pickle fixed
⚇ madswh committed last week
5e115f6 ⎘ <>

pickler is broken AGAIN, bosses now distinguishable from regular monsters
⚇ madswh committed last week
eba205f ⎘ <>

added lil dot images, added more setter and getters to room class
⚇ madswh committed last week
bfed886 ⎘ <>

show available directions to travel, room direction getters, periodic clear screen to rid of clutter
⚇ madswh committed last week
28ecd8c ⎘ <>

fixed battle ending problem
⚇ madswh committed last week
a8150eb ⎘ <>

fixed tiny getter setter bug for room
⚇ madswh committed last week
ae28863 ⎘ <>

copy paste
⚇ madswh committed last week
183755e ⎘ <>

Revert "implemented special skills usage" ⚏
⚇ madswh committed last week
0cfa9bd ⎘ <>

─○─ Commits on Mar 14, 2025

Add files via upload ⚏
⚇ JgdmSDE89 authored last week
Verified 43d1170 ⎘ <>

Add files via upload ⚏
⚇ JgdmSDE89 authored last week
Verified 3288b0e ⎘ <>

─○─ Commits on Mar 13, 2025

Add files via upload ⚏
⚇ JgdmSDE89 authored last week
Verified d94444f ⎘ <>

─○─ Commits on Mar 11, 2025

updated logic to support new monster and monster boss. Ensure win condition
⚇ jagthegr committed last week
79f67b7 ⎘ <>

Added new monster and monster boss. Also modified .get_connection to have default filepath
⚇ jagthegr committed last week
32387f6 ⎘ <>

remove extra name argument
⚇ jagthegr committed last week
4a0b03a ⎘ <>

correctly return boss monsters instead of regular ones
⚇ jagthegr committed last week
70649df ⎘ <>

extra check ensures we never try to interact with a None monster
⚇ jagthegr committed last week
f376efc ⎘ <>

uses correct attribute name
⚇ jagthegr committed last week
0a56b61 ⎘ <>

change get_hit to ensure health is never negative and is set to 0
⚇ jagthegr committed last week
4754e56 ⎘ <>

updated UML
⚇ madswh committed last week
b10be87 ⎘ <>

made fill stats empty since hero is abs
⚇ madswh committed last week
0b347e2 ⎘ <>

stupid sql broke the pickler and I CANNOT FOR THE LIFE OF ME FIND OUT WHY
⚇ madswh committed last week
bed3cf6 ⎘ <>

─○─ Commits on Mar 10, 2025

Add files via upload ⚏
⚇ JgdmSDE89 authored 2 weeks ago
Verified 7caa58e ⎘ <>

monsters wont die after achieving negative health??
⚇ madswh committed 2 weeks ago
c46685e ⎘ <>

Update README.txt
⚇ JgdmSDE89 authored 2 weeks ago
Verified 64f57d7 ⎘ <>

Create unit_tests_for_MockBattle_GameController_and_GameView.py ⚏
⚇ JgdmSDE89 authored 2 weeks ago
Verified bbe8ed8 ⎘ <>

Create unit_tests_for_DungeonCharacter_Heroes_and_Monsters.py ⚏
⚇ JgdmSDE89 authored 2 weeks ago
Verified 1d6ab3e ⎘ <>

Create unit_tests_dungeon.py ⚏
⚇ JgdmSDE89 authored 2 weeks ago
Verified 766832d ⎘ <>

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