Manuel Lara

Data Structures

Assignment 2 – Real Deal

Obstacles:

After tracing through the program again, I was able to catch and correct some things I missed

before. I think the biggest thing was understanding what I was looking at. After that, it was using the debugger to fill in the gaps to paint a more specific picture.

I took your advice and got it to run as a single file, however, as soon as I started to separate the files ( .h & .cpp ), I kept getting errors about includes and forward declarations.

There are a couple of quirks, one of the more noticeable ones is the player not dying right away when they move into a robot position.