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CS162

12.3.17

**Reflection Document Final Project**

* Briefly describe your original design.
* Talk about the changes made during implementation of the game.
* Talk about the problems encountered during implementation, and how you solved them.
* Include your test table that includes test plan, and the test results.

Regular role-playing games do not appeal to me. I like puzzle and riddle games. I designed this game to be a riddle-style game in which one had to solve the riddles in order to get the clues to solve the final riddle and win the game.

During implementation, the only major change that I had to make wise to create additional classes for the different types of locations that my player would have to go to and get the next riddle. I had to do this because I did not want to have to manually input the riddles for each different object of the generic derived class. I could have done that but it would have required a lot more coding then just simply creating different classes.

The only problem encountered in this project was a memory leak that took me about 20 minutes to find.

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| **TEST CASE** | **INPUT VALUE** | **EXPECTED OUTCOME** | **OBSERVED OUTCOMES** |
| Menu char input A, B, or C | Upper case and lowercase char letters or correct value | Accepted | Accepted |
| Menu char input A, B, or C | Number, negative number, letter other than ABC | Reprompt | Reprompt |