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CSCI 1300  
Game of Thrones  
4/28/19

## Project Report

Preparing for this project was one of the most important parts in the project making process in my opinion. If you don't make a proper outline to begin with, you will face some problems down the road. When I first read the outline and thought about how I could organize the aspects of the game into classes. When creating the code skeleton, I tried to think of all the important parts of the game that carry their own characteristics. For this, I initially created classes for each tile on the map, the hero's, the warriors, the cities, the map itself, and the game. I created getter and setter functions for all the classes except the game one. I then established variables for these classes which would act as characteristics for the objects. When it came to my game function, I basically put all of the game functionality into that class. I created functions that would carry out actions for encounter and things of that nature. There are some parts of the project where I could have been more efficient and saved some time, but chose to take the long route. In some situations, for example, it would have taken equal time for me to create a function for a certain action as opposed to copy and pasting code 100 times.

When starting the project, I started down a path where I realized I was going to run into a problem. When working with the map, I wasn't sure if I should create a separate class for it, or just include it in my game class. In order to continue working at the pace I was working at, I decided just to put it in the game class. This not only saved time, but also ended up working very

well. I created a 2d array full of tile objects which acted as the map for the game. I still have functions to manipulate the map through my tile class.