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CSCI 1300 - Starting Computing

Instructor: Fleming

Project 3 Report

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I start out by drawing a bubble chart with all the classes I was going to use to cover each part of the game. I thought it would be easier to make a class for everything and make an object to call those classes from the main. By the time I started to write out my Code Skeleton I had a large portion of my code written, but then ran into the problem of how I was going to get each class to communicate with each other. This prevented me from testing the game as a whole and recognizing scenarios that would cause bugs in my logic. I then learned that you could pass by reference making my project really start to come together. I feel that if I would have had a better understanding of this action, I would have been able to create my out lay a little closer to my final program. After passing by reference I figured out that I had created some classes that where unnecessary and could be covered in the Driver. This allowed me to reuse a lot of my code during the game turns by calling on the function and having them return a result depending on what event took place. If I could go back to the lay out of my code I would of made a function to check for which players were alive or dead. This would have made my Main.cpp a lot shorter not having to create a loop to check during rest, hunting and calculating the cost to cross the river. I spend a lot of time at the CSEL table in the Computer Department and I couldn't help but count the number of times when student would ask the TA or CA how they were going to get their class to interact with each other. I feel false start can be prevented if we first have a good understanding of getters, setters and with a strong understanding of passing by reference. All in all, I feel this project helped me review a lot of the material that was covered in this course. I highly recommend to continue doing this project with a review of the write up to clarify some of the edge case that may have been unclear.