

FIT1048: Major Project Assignment 3

The Witch of Caverton Realm - Reflection

Discuss why you designed it the way you did.

When designing each of my classes I tried to focus on ensuring that classes only had information and performed tasks that were relevant to themselves and their objects. This reflects the ideas of OO design and the fact that the classes should be independent of themselves. I also ensured that the weren't responsible for input or output and that this was all controlled from the main application.

However, something I believed that I could have done differently was storing a hazard or player into a location, rather than the way I had done it which stored the location to the player/hazard. While this didn't make an immediate difference to my code, I do believe that this is more logical; a player is in a location, not a location in a player.

In terms of function, most of my code worked reasonably well. However, I do think there were some issues with efficiency and the way that I went about coding some of the portions may not have been the best way to do it.

Highlight any issues you found once you tried to implement your design.

During coding, I had some issues with the use of global variables. Originally for I had decided to code most of my functions using global. After a bit of patience towards the end of the project I was able to remove a majority of these by passing values into functions as well as some consideration of how I could edit the code to remove these. However, I think in the future this is something I should have thought about in the beginning stages of my project so that they were avoidable in the first place.

I found that in my move witch after a random amount of turns function, the code I had to check if these turns had passed would only work for the first instance due to the way I checked these numbers. Coding it again, this is an aspect that I would be looking to fix/implement in a different way.

If you were to do this project again, discuss how you might change your design to make your solution better.

If I were to do this project again, I'd have considered at the beginning how I might've implemented the hazards so there weren't multiple within one location. While this wasn't necessarily a problem, it did mean that there was a chance of the game being 'easier' than it should be. I would have also found alternative methods for my movement determining valid moves function – what I did worked well, however it was cluttered and not the most efficient way to do this.

For some reason I stored the player in a vector, instead of making them a global variable. This didn't pose any immediate problems, however it's something that I should've done differently but I didn't realize until I was too far into the project to be able to do it easily.

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The Witch of Caverton Realm – Numbered Game Map

