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CS 202

Project 1b – Documentation

2/4/15

In this project, the main purpose of it is to take a minimal input file, take the values from it, separate the words, “symbols”, and the numbers, “bonus values”, into 2 separate arrays, then take the values from symbols, and randomly fill and 3D array with randomly picked symbols. Once the 3D array is full of random symbols, it prints out the values to the user discretion and shows the configuration of the randomly generated 3D array on the screen. It also outputs the configuration to an output file, whose name is chosen by the user. I cleaned up the design of it by putting the bonus value next to the outputted symbol in parenthesis for more readability. If I had more time to think about the project, I would try and line up the symbols so that it had equal spacing between each column and row so that it is easier for users to read. I would also think about not putting the bonus values next to the symbols because that would take away from the game itself. I believe that it is a good instructional tool for the users to have, but for it to be a more challenging game, I would think about removing that aspect from the game. The most challenging part of this project was probably first getting the symbols file and figuring out that they needed to go into two separate arrays, then you compare the values from the 3D array to the new symbols array, then print out the corresponding bonus value array position. If I had all the time in the world for this project, I would want to try and implement images to the symbols to make it more aesthetically appealing, but I know that would take a bit longer since I don't really know object oriented programming or anything to do with images in c++. I would also try to make the menu more user friendly and try to add a visual aspect as well to it.