**Programming Project Report**

Name: Morgan Maness

**Academic Integrity Statement:** I pledge that I have neither given nor received unauthorized help on this programming assignment.

The goal of the program is to create a maze interface and work with using files in our program. The inputs of the program are the direction the user wants to go, and the output is the map, and a print out of the new map according how the user moves. For error handling, we first have to ensure that the user is inputting a valid move, and then to make sure that the move is legal, as in staying on the board and not running into a box.

The design decisions were pretty much made for me, just fill out the functions and main program according to the comments there for me. The one design decision I made was to use if statements instead of switch statement. The reason I did that was, even though it made my code longer, it made more sense in my head and through that I was able to ensure that each segment was correct.

The skeleton code I started with was the one I was given in class and I just filled it out according to the comments that were given to me inside the code.

For testing, first I ensured that all my error handling worked correctly, then I moved on to making sure that the rest of the game worked as it should. The code did not work as I expected. When I tried to create the legal function, it would say that each move the user tried to make was illegal, and it would often run off the board and start affecting the main map instead of the user’s map.

Overall, my code works in the general concepts. You can move your character around on the map and you can win the game by going to the right tile. However, it can run off the board on some areas and everything else in the map is ignored.