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ADS103-Assessment-4-Project

Reflection

This project was to create a TIC TAC TOE game using C++ language, the software used is Visual Studio with Git hub as version control using GitKraken as a GUI interface

things that went wrong was the very beginning of the project, I started off using last semester project which utilized text pixels, I switched the UI changed many graphical features of the original project, it was time consuming because to box or rectangle involved lots of numbers in an X and Y position.

Spending lots of time going through now realised superficial UI graphical changes. I couldn’t properly make a TIC TAC TOE game it was to hard to implement every statement or section I attempted came back with no response to key presses or didn’t graphically update and constantly ended up in a continuous endless loop or an unhandled exception

After realising this wasn’t going to work and spending about 2 days trying decided to abandon the text pixel approach and went to 2D functionality I used a mix of a tutorial online and code from previous assignments to fulfill most of the requirements for this assignment

The flow started to improve and things started to work properly hammering through small sections of code, aimed to close and push to git with each milestone of code with everything being 2d instructions and previous code it all meshed together really well

There’s a few things I wasn’t sure about main one was player to computer functionality I had to leave that out completely and with adding a time limit on character actions I added the required code as commented in to the correct places to represent its future use however its missing a small piece that I wasn’t sure how to add, which was giving the adding the elapsed time to a variable in order to put it into an if statement to stop the game if time limit is exceed when player takes an action

Overall, I found this project harder at times than the previous assignments because I got off on the wrong foot and having the time constraint it became hard to draw the line and say STOP! This is not working switch to a different way. I had invested so much time just to fix the boxes and menus and didn’t want to let it go. Once I made the switch things flowed perfectly. Except an instance where I deleted a code by accident, and it brought my menu into a loop and I couldn’t figure out why. I had to revert my code back through git to find I had deleted the cin and it was looping.

My experience overall was good, I wish I could erase the time wasted on text pixels as it didn’t have any benefit or challenges towards the project itself, everything else was good that I had faced on the 2D aspect was good I was able to blend codes rewrite and had a clear idea of how to implement and get it to work.