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Determining a specific percentage of work for each of us is difficult, since we distributed the work by class before fully comprehending the level of work required in each. I took on the task of all file i/o involved in the game. That included saving the game, loading the game, and having default values for the game to be loaded from. That turned out to have WAY more lines of code than either of us had previously imagined, so my percentage of the work is somewhere around 65%. Sam took responsibility for taking input from the player, processing it, and activating the proper game methods thus. He also worked with player and room inventories, allowing the player and rooms to send and receive items from each other. This points to him doing about 35% of the work (These numbers are based on lines of code, not necessarily on time spent in thought or spent in coding).

Much of what I learned in the project was the proper use of pointers and how to use file i/o excessively. Because I needed to read and write to files nearly constantly during game play, I had many problems with vectors reading the information improperly, crashing the code. Sam and I also had a few fatal pointer errors which completely crashed the code nearly every run. While these problems weren’t fun at the time, upon figuring out why they were happening, we whooped and jumped with excitement at figuring out these problems.

If I were to re do this project, mainly I would maybe think ahead better about how certain variables are used. For example, I used a struct to hold the yxz coordinates of any room or player, but the way that these numbers are used would have made things much simpler just to have used a string. Other than that, once our code is cleaned up (removed all ghost-code), and added more features, there’s just about nothing I would want to change.