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Project 1 Reflection

Playing the game

You should just be able to run the python program using `>python3 clue.py`.

It's a modified version of Clue where you can choose your character and how many CPU players to play against. I believe the program is self-explanatory, but there is a Rules page that you can read through in case you have questions.

What was completed

I completed most of what I set out to do. The gap is that I don't have the CPU players making guesses. I just ran out of time to make that work. Also, for control classes I did not create validate and helper classes, I just created some basic helper functions. I collapsed the validate class to a single function that is used in a consistent way so as to work across the entire program. I used to have users enter string responses by my QA/testing team (my family) preferred the number option I implemented because it was faster for them to navigate.

Challenges faced

I had quite a few problems with objects within objects. That is when object Player has a location they are in, that was stored as a Location object inside the Player object. Sometimes tracking whether I was using the actual Object or the object.name string to point to other objects got confusing. I had to use `(type(variable))` a lot to track what was being passed around and what was actually getting checked. In some cases I got an error when the Object did not have a method that was expected, but in some cases the comparison would just not evaluate correctly. I also had some challenges with separating the User player from the CPU players. I ended up keeping them separate to avoid that confusion. Doing this may make the code less concise but I believe it will make it easier in the future to add random guessing just for the CPU players.

Testing

I had my family try and test the program for me. I got a lot of good feedback from them and they uncovered a couple of bugs (e.g. what if the user guesses a card they already have and no-one else has any of the cards and also what if the user is stuck because all adjoining rooms are occupied)