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Design Document

During the beginning thought process of creating the game I was debating whether it was practical to use object-oriented programming. I chose not too because it feels like a waste of time too create different classes just to do the same thing with functional programming. I became writing down what I needed and what function I can create to complete each task. I choose to use arrays for the inputs and key because it felt simpler because I was given the max possible elements that could've been inserted. I picked this strategy because I felt that it would be the easiest and more comprehensible solution. I didn't want to have multiple files. What I can do to enhance the game is to use more of the libraries that the Standard Library has to offer and research more on why the `getline()` function seems to skip on the first loop. That single problem caused an hour of headache and I don't like that I left the answer like that. Though small I feel like I could've done better on the naming of the variables. I kept switching through out coding and it made it incredibly difficult to keep tract of the names. Overall I am proud the method I use and think I chose the optimal solution given my beginner skillset.