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Project Report - Game of Thrones Game

- How did you prepare for the project?

In preparation for the final project, I made sure to take as accurate notes as possible, as well as make use of code examples from lecture. Going into it, I made conversation with past CSCI 1300 students to know what to expect, I also communicated with present students in order to brainstorm ideas about how to go about the project. I also prepared from the beginning of the semester by taking advantage of every extra credit opportunity that I could take care of.

I feel that preparing for this project was more challenging than I expected it to be due to the fact that there wasn't much information in advance. I feel that if I had more information about the project itself, I would have been able to prepare better before taking on the project, but even then, I was still able to prepare enough to do my best with the project.

- How did you develop your Code Skeleton? In what way(s) did you use your Code Skeleton?

I developed my skeleton by creating classes based on the rules for the game. I knew I would need the class for Heroes, Warriors, and a Player, however, I did not think to add a Tile class until further into the process. On the skeleton, I also made comments about how the game should play out and what rules had to be followed throughout.

I used my code skeleton throughout the entirety of my project, I used the classes and the skeleton itself in the driver. My skeleton mainly consisted of the classes I created as well as the comments outlining the game itself, which I utilized throughout. Working on the skeleton helped me plan out how I wanted to continue constructing the project.

- Reflect on how you could have done better, or how you could have completed the project faster or more efficiently.

Although I was unable to finish the game in its entirety, I feel satisfied with the outcome I created. I feel I would have been able to do better if I had made a better, more scheduled and well structured plan. With midterms, and everything I had going on at home, the time I pulled out for the project was not as thought out as it could have been. If I had mare a better schedule for working on my project, I feel like I could have gotten a lot more done. I also didn't take into account how many hours of debugging I would have to put into it, which made it hard for me to keep on track with the small plan I had made.

I also felt, that I was unbelievable unmotivated over the past few weeks. The fact that summer is coming so soon kept me from focusing as much as I should have. I feel that I could have done better on the project if I had a better plan from the beginning, and also, if I had felt more motivation to push harder.

- In addition, write a paragraph answering the following question, in the context of the Project in CSCI 1300:
    - Did you have false starts, or begin down a path only to turn back when figuring out the strategy/algorithm for your Final Project program? Describe in detail what happened, for example, what specific decisions led you to the false starts, or, if not, why do you think your work had progressed so smoothly. In either case, give a specific example.

I actually feel that everything throughout my project went fairly smoothly. Although I didn't get as far as I should have, everything I had to do went according to plan, which was very surprising. There were a few times throughout the project that I started coding certain loops or if statements that didn't pan out the way I wanted them to - which mostly happened when I was coding display functions for the maps or the stats of the hero/warrior (when debugging). I feel like my project went smoothly because I knew where I wanted to take my project; I knew that I wanted to create all of my classes, then read the rosters and build the vectors of heroes and warriors, I then wanted to create the player object and the map with tile objects. From there, I knew that I wanted to then display the menu and the maps, then allow the hero to move and go from there, and while I had a very general plan of what I wanted to build, I was able to follow it to an extent that made it easier for me to create a project that wouldn't lead to false starts.