

Running head: WEEK FOUR

## WEEK FOUR

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## **Week Four: Course Project Coding Update**

### **Code Completed**

So far I have taken some of the examples from the book to create the following classes: BaseGameEntity class, EntityNames header, Locations header, State template class to be inherited from, StateMachine template class. The classes have been added to the project and uploaded to my repository: <https://bitbucket.org/rowland007/bank-heist/overview>

### **Challenges/Hardships**

One of my main challenges/hardships is finding time to actually sit down and write code. I have been extremely busy at work and have not been able to code as much as I usually do. After this course I will probably take a break from school until work is caught up.

Second challenge is when I do get a chance to write code, all my computers are running Ubuntu Linux and I run into issues using Eclipse CDT or compiling.

### **Overcame**

To help with my issue of work conflicts, I have taken my book with me everywhere so at least if I have a spare moment I can continue to read the reading assignments. To help with time management I also created a repository to hold my code and “issues” so I can remember what is required and where my bugs are as I code.

I also downloaded some “workflow” apps to my phone so I can create the flow charts, UML, and other ideas I get about the game. I have pretty much completed all of Week Two and Week Three's homework on my phone. I just need to get time and figure out a good way to copy them to my computer to turn them in.

For my second problem, I have not done it yet, but to see if the error is because of Eclipse or linux I will pull the repository over to either my Windows machine or a Windows VM and see

## BANK HEIST GAME DESIGN

if I get the same error within Windows and Microsoft's Visual Studio. However, upon closer inspection of the example code that I used, I believed it has issues due to no constructor as the State class is called.