Individual Summary

Katie Ochoa and I tackled the project of simulating a text version of Pokémon. It took us a little bit to decide what we wanted to do and what we could do with our abilities. Once we decided on the Pokémon game, we started drafting our proposal in class. We individually finished the proposal by emailing the document back and forth. While drafting the proposal, we thought about the general idea of what we needed to happen and what problems we might come across as we continue through the project.

The process was similar in drafting our project requirements for our game, except we had to think more critically about we wanted our program to produce. We began with the project requirements in class on a workday, and continued emailing it back and forth to finish the project requirements. In this section, we began to think about what specific classes and functions would be needed to carry out our plan. The UML diagram was created to give the backbone of what our program will do. Those functions will be implemented into our code to produce the game. We suspected that we would have trouble with switching Pokémon out when they died and implementing the file input / output.

Finally we had come to the final stage of putting the code together. We worked in class on workdays and met up a couple times outside of class. With that time we were able to complete the code and PowerPoint together. Our contribution on the project was equal, in my eyes. We came across some bumps in the road along the way though. Originally we planned on having the user choose 3 Pokémon to battle the boss and have the Pokémon switch when one died. Our code ran with just one Pokémon and we tried to implement the other two into the code, but could not get things to work together. The final project ended with there only being one Pokémon battling the boss, and that Pokémon received more health to compensate loosing two players essentially. Another problem we were having difficulty with was the file I/O. We had the syntax correct in our code, but it still was not working properly. Joseph and Matt were unable to figure out why the file was not even opening in our program for a while. We finally came to the conclusion that we need to open and close and the open and close the file again. The first file I/O was the input and the second was the output. Now the file I/O is working properly and the users wins are being saved so he/she can keep track.

In conclusion, we had a few issues that we got through. The problems that arose were suspected from the beginning, so we were ready to tackle them. Katie and I had equal contribution in the project. It was cool to see the game come together and play the final product.