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Project 3 Reflection

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Introduction

The program was to prompt the two players to select a character from the following list for a fantasy combat game.

- Vampire
- Barbarian
- Blue Men
- Medusa
- Harry Potter

Once the characters were selected. A function fight was called where the characters fought to the death. Each character aside from the barbarian possessed its own specific ability that made it increasingly more powerful. Player One always attacked first followed by Player Two. After each attack, the attack and defence number was displayed, and the total damage was calculated for the users. The fight lasted until the strength of a character eventually reached 0.

My program contains the following seven files.

- main.cpp - Contains main for program.
- menu.hpp - header file for zoo class.
- menu.cpp - contains functions for zoo.
- character.hpp - header file to animal class.
- character.cpp - contains constructor and getter functions used for animal class.
    - vampire.hpp
    - vampire.cpp
    - barbarian.hpp

- barbarian.cpp
- blueMen.hpp
- blueMen.cpp
- medusa.hpp
- medusa.cpp.
- harryPotter.hpp
- harryPotter.cpp.
- makefile

Program Design

- Program begins
- Players are prompted for character choice.
- Function fight() is called once information is gathered.
- While loop runs until a character dies.
- Player is asked to play again or quit.

Program Input Validation

Test Case	Input Values	Driver Functions	Expected Outcomes	Observed Outcomes
Character Option Not Allowed	Value other than ‘a/A’ ‘b/B’ ‘c/C’ ‘d/D’ ‘e/E’	main()	Loopback question prompting user for appropriate input	Loopback question prompting user for appropriate input
Play Again Option Not Allowed	Value other than ‘p/P’	main()	Program ends	Program ends

Program Reflections

This program was simple after identifying the characters used by the players. The most difficult part of the program was working with the blueMen and harryPotter characters. This was due to the fact that their characteristics were very specific and difficult to solve at first. However, after breaking down the process and writing down what I expected the program to do, I found a solution and completed the program.