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CS-499 Computer Science Capstone

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5-2 Milestone Four Narrative

The artifact is a harry potter text-based adventure game. Players are able to navigate between different rooms in Hogwarts to collect items (Horcruxes) to defeat Voldemort. This artifact was created as a project in IT140. I selected this project for my ePortfolio because it was a simple yet fun project that I can now use to showcase my full-stack development skills. To enhance this artifact, I integrated a database to store game history with MySQL. The player enters their name and starts the game, after they are finished, their win or loss is recorded allowing them to track progress over multiple sessions.

I met the course outcomes I planned to meet with this enhancement. I completed the database category by developing a security mindset that anticipates adversarial exploits in software architecture and designs to expose potential vulnerabilities, mitigate design flaws, and ensure privacy and enhanced security of data and resources. I faced a few difficulties with getting my program to accurately track the wins and losses, however was able to work through these issues.