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Final Project

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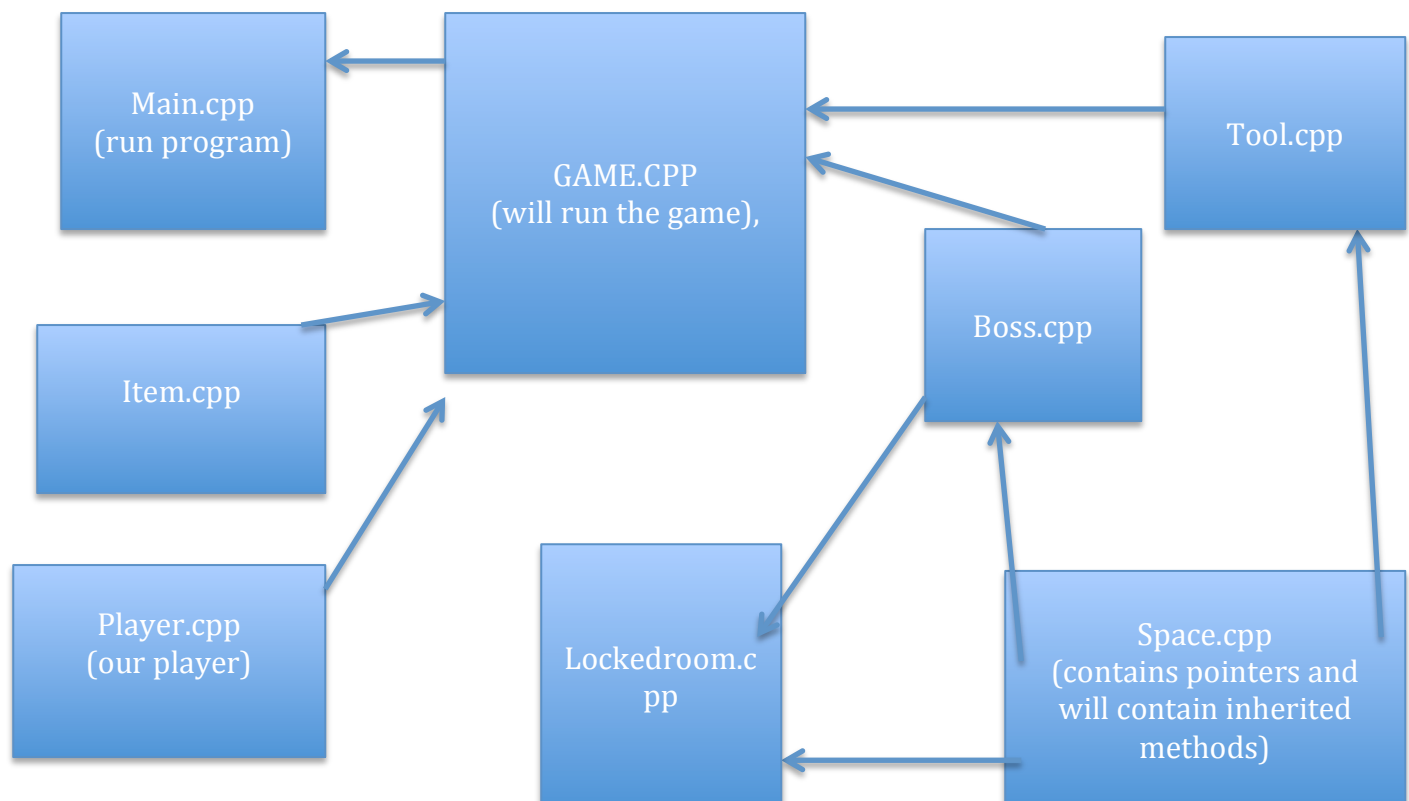
Class: CS 162 - Introduction to Computer Science II (Section 400)

Reflection Document

Approach/Understanding :

1. Create a game that has a space class.
2. Create 4 pointers for directions (up, down, left ,right) (contained in the space class).
3. Delete dynamically allocated memory.
4. Make the rules to the game clear to the user at the main menu.
5. Build a game that is interactive with the user that also uses items in order to get to the solution of the game.
6. Create an inventory space for the user to hold items.
7. The game must contain at least 6 spaces. As wells as have enough turns for TA to test the game.
8. The game must have some sort of time limit or step limit.
9. Create at least 3 different types of rooms that inherit from the space class.
10. Create a menu for the user to use.
11. Use object oriented coding.
12. Do not let user roam out of bounds on the game board.
13. Give the users inventory an item limit.

Basic Game outline!



Test Table For User Input

Test Case	Input Values	Expected Outcomes	Actual Outcomes
Enter 1,2,3,4 to move up,down,left,right	-1,-2,-3,-4,-5,A,1.1	Input is invalid	Invalid input
Enter 1,2,3,4 to move up,down,left,right	1,2,3,4	User can move any of those directions	Allowed user to move and not go out of bounds
Enter 1-5 in order to view bag options and pick up items in rooms	-1,-2,-3,-4,-5,A,1.1	Give user an error	Asked for a valid input
Enter 1-5 in order to view bag options and pick up items in rooms	1,2,3,4,5	Should allow user to pick up and view items in each room	Did the task in expected
1 play again 2 exit	1,2	Will allow player to play again or exit	Allowed player to play again and exit

Reflection/Debugging/Changes Made:

Made several changes to user interactions over the course of this program. One large mistake I made at the start was how the user movement worked I did not link my (right, left, up, down) spaces so going back and fixing this was sort of a pain. So moving forward from this program I will try to be more vigilant of the directions earlier on so silly mistakes like forgetting to link spaces can be avoided.

