

CS 162C Self Evaluation for Lab 3 – Dungeon

Your name: Joseph Sepe	Date: 4/18/2021
Are you willing to allow your code to be used in example debugging demonstrations or documentation? <div style="text-align: right;">Yes No</div>	

Instructions – Part 1

This document is to be turned in alongside solution of this lab. You will use this document to indicate your status on the lab, as well as areas where you are struggling conceptually or in converting concept to code. Please use the space underneath each evaluation criteria to describe any errors you are receiving or challenges you are having implementing the required functionality for your code.

Functionality

Basic Expectations	Completed
Does the program compile and run?	Yes
Does the program run correctly and return the expected result?	Yes
Are there comments explaining what the program and various functions are doing?	Yes
Is your code separated into appropriate modules?	Yes
Are all user inputs correctly validated?	Yes
Are the required functions implemented?	Yes
Functions	Completed
Are constants used where appropriate? (please list the constants you used below!)	Yes
MAX_SIZE, MAX_ROW, MAX_COL, SPACE, TRAP, PLAYER, GOLD, EXIT, NUM_TRAPS, NUM_TREASURES	
Does createDungeon properly validate that a space is empty before placing something in it?	Yes
Does createDungeon properly keep looking for an empty space to put things in if it does not initially find one?	Yes
Are traps, treasure, player, and the exit all randomly placed in the dungeon?	Yes
Is the player's location properly tracked and passed to appropriate functions? (Don't search for your player every time!)	Yes
Does the displayDungeon function properly display the dungeon?	Yes
Does the getMove function check legal character input and validate that it is within the bounds of the array before accepting the input?	Yes

Does the check move function properly check to see if the player has moved onto an occupied square?	Yes
Does the game correctly end if the user hits a trap (lose) or gets to the exit (win)?	Yes

Does the update dungeon function properly update the dungeon?	Yes
Does the game offer the user the chance to play again?	Yes
Does the dungeon correctly reset if the user chooses to play again?	Yes

Instructions – Part 2

Please answer the following questions, in your own words, regarding your experiences throughout this lab.

Experiential Review

What aspects of this lab did you find most challenging?
I had trouble setting the player location to the new location, but I figured it out. I wasn't setting the current location to the next location at the end of the inside while loop.
What concept from this lab do you feel you have the best grasp on now?
Moving data around in 2D lists.
Summarize the basic concepts of 2D lists.
A 2D list is basically lists inside of a list, each list representing a row and each index of the list a column two_d_list[row][col]
What are some of the specific considerations you have to make for validating input in a 2D list?
You need to make sure you aren't going outside the boundaries.