

Stanger Things Theme (based on season 3)

Classes:

- Space(base/abstract)*
 - ScoopsAhoy (derived)
 - TheGap (derived)
 - RadioShack (derived)
 - HotDogOnASTick (derived)
 - TimeOutArcade (derived)
 - LYNXTrasportation(derived)
- StarcourtMall**

*Space class will have a pure virtual function that prints a menu and plays out the user's options for that particular space. Each subclass will have its own version of that function that allows the user to interact with that location based on the theme of the location.

**StarcourtMall class will contain the game board/map and all the game functions necessary to run the game.

Game play:

- Objective: Player must find the lab and figure out how to get in to turn of the key, close the doorway, and stop the mind flayer
 - Steps to win:
 - Go to radio shack
 - buy walkie talkies (overhear message)
 - Go to Scoops Ahoy
 - talk to steve (he helps decode the message)
 - Go to LYNX
 - if user has decoded msg- they get in the lab and complete objective
- Health- player will start with 100 health and health will decrease with each move
 - generally will lose 10 health per mover
 - may lose more or less based on choices user makes at that location
 - when player runs out of health- GAME OVER
- Backpack- player will have a backpack to store any items they find
 - must have decoded msg item to win
 - limit – 5 items
 - other items may help user

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TEST TABLE

| INPUT | EXPECTED OUTPUT | ACTUAL OUTPUT |
|--|---|---------------|
| Run through all the necessary steps to win. | Find lab, enter code, fulfill objective, win game | As expected |
| Run through game- purposefully not completing necessary steps to win until health runs out | Health runs out, you die, GAME OVER | As expected |
| Run through game and trigger each different prompt/scenario at each space | Appropriate prompts runs as intended | As expected |
| Enter various invalid input throughout game | Error! re-prompt user for input | As expected |
| Choose play again | Triggers game to restart | As expected |
| Choose not to play again | Exits program | As expected |

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REFLECTION

Coming up with the entire theme and concept of the game took almost as long as actually coding the game for this project. So much freedom made me feel overwhelmed so eventually I made myself stop overthinking and just pick a theme and get to it.

I came up with a general design idea with all of the spaces I wanted to implement and how each of them would have 2 options to interact with and the user's choices could help or hurt them at times. It wasn't till I got a little further into the actual coding and development of my program that I decided to add a player class and an item class to help make the game work the way I wanted it to.

This being such a big and overwhelming project for me, I felt like it was easier to just start coding and figure things out as I went to a certain extent. For the most part it went smoothly, but because I didn't get started on this project sooner there were a lot of details or other bits that I would've liked to implement but simply didn't have time for. After I turn it in, I might even go back and add that things just for fun for my own personal use and practice.

After completing this final project, I can't help but look back at how much I've learned and feel proud of "easily" I was able to complete this project. I put quotes around easily because that's relative, as it was still the most difficult project I've done this far, but more due to work load than ability, while there was a point in time where my abilities, or should I say lack of abilities, would've made it impossible to complete this project.