CS 368 Midterm Report
A Week in the Life of a Badger
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Since coming up with the proposal to our text-based game, we held meetings to take our initial ideas and dive deeper into how we wanted to handle certain aspects of the game. We have kept our project description the same and have only added greater details about how we want to go about implementing the ideas. Currently, we have written an outline to describe how we will form the foundation of the project through different classes. These classes vary from the player classes, location class, schedules, and initially setting up the player. Since we have a text-based game, we have spent time coming up with an in-game menu that is easy to understand and that covers all the scenarios that could occur throughout the came. Our menu will allow the player to pull up their stats, see their current location, and advance to the next time in the game. We have created a map (represented in code as a graph) that will be featured in the game to allow players to realistically walk around UW-Madison. Based on what attributes the player values the most, we have created different week schedules that will be the foundation for the time in the game. Finally, we have come up with various scenarios that will occur throughout the game where the player will have to make a decision that will affect their starting attributes.

We've just started coding and are already making a lot of progress. We currently have a working player class and a function that sets up the player by prompting the user for input, validating it (and prompting again if the input is invalid), and storing it in a player object. We also have a working menu system that prompts the user for commands, and responds to those commands by calling functions. Some commands the user can type are: stats (prints in-game statistics), nearme (prints locations that are adjacent to the player's current location), and move <location> (moves the player to the specified location). We have begun the implementation of a simple graph class that will allow us to create a model of the UW campus for players to walk

through. Once that is implemented, we plan to work on the schedule class so that the game has a sense of time. Our goal is to get a simple version of the game working and then add enhancements onto that version so by the time the project is due, we will have a working game with as many improvements as we have time for. We are planning on using Git/Github to store our code and track changes to the repository. We are coding in the CLion IDE.

We have met in-person several times so we can both figure out the details of the game, so all planning has been split evenly and worked on at the same time. Our plan for breaking up coding work is to meet in-person, figure out which parts of the code we would like to work on, and then divide up those classes/functions to each other by commenting our names at the top of the function to indicate who will work on it. This ensures that neither of us will do duplicate work or overwrite another person's work. We will communicate any changes to each other in a timely manner so development isn't slowed down. At the moment, we're planning on creating our own graph class, so no third party libraries are needed yet. We haven't run into any major roadblocks yet, aside from some difficulties with passing references between classes. We're hopeful that as we continue creating the project, we'll get better at spotting and fixing errors.