

When I was doing this project or, thinking about how to do it, I initially wanted to use Java, the language I am most comfortable in. But then I saw that I had to read in the whole file, and then edit it from there but I did not want to do that. Then I found that in C++ I can find the location of certain things I wanted to edit and edit them from there using pointers, so I decided on C++. I also had to change my file in from being a global variable to putting them into the method then closing after the method is finished so the data that gets altered is stored. The first time I tried running the program the method did not save the edited information so I had to find another way to open and close and decided ultimately to call file in inside the methods.

I actually found online the offsets for each characters and their abilities. But I did double check whether the information I found online matches each character. I noticed a pattern when I was looking through the information in the HEX editor. For example, the stats for another character would be in a multiple of 0x20. Shamino's stats are 0x20 away from the players and so forth.

I gave the user the ability to edit certain character's stats and their respective inventories. In my save file, I have changed the stats of each of the three characters the player starts off with to their maxed values, and also maxed the inventories. The user of the program however, may edit this information themselves if they wish too. The end results was maxed stats for player, Shamino, and lolo, and their inventories maxed as well.

I found this project to be one of the more interesting, if not, the most interesting project in my CECS career here. I have always been interested in hacking games and editing their values and this project allowed me to learn more about that.