Taryn Brownfield

CS 499

Milestone 2 Narrative

The artifact I chose to enhance is a simple text-based game written in Python from a previous course, IT 140, which I took nearly two years ago. I selected this item chiefly because it is one of the projects that I had the most fun with, but also because I had so many ideas on how to improve it. The combination of my interest and room for enhancement made this an ideal choice for this project. For this enhancement, I added a GUI to the game, elevating it from a simple text-based game to a game with an interactive interface. Front-end design and development is something I can absolutely see being part of my career as a software engineer, even if it is never my speciality, so I wanted to showcase my ability to design and build a user interface.

I absolutely feel that I met the course outcome I planned to meet for this enhancement, which was, "Demonstrate an ability to use well-founded and innovative techniques, skills, and tools in computing practices for the purpose of implementing computer solutions that deliver value and accomplish industry-specific goals." I essentially refactored my entire code to fit into a different framework and leverage the capabilities of tkinter. While I have dabbled in HTML and CSS some, I have never made a GUI before, so this process was very new to me. However, I found that, through my experience with using user interfaces, I had a pretty clear idea of what I wanted to create, and what functionalities it should be capable of before I even started. As I was creating the GUI, I knew how I wanted to solve problems before I knew the syntax to do so. For instance, I wanted to gray out buttons that would be invalid (such as "Get Item" when there is no item to get or when the item has already been gathered). A quick search through the documentation showed me that tkinter has that option as a configuration setting for buttons, so all I had to do was specify the configuration I wanted.