Taryn Brownfield

CS 499

Milestone 3 Narrative

The artifact selected for this enhancement is the same as the previous one: the text-based game from IT 140. It was selected, as stated in the previous milestone narrative, because it was a project I particularly enjoyed working on, and felt I could enhance according to all three categories.

I still have a couple of things I need to refine–for instance, currently you can select to play a new game after completing a game, but the previous game is actually preserved and you are not capable of playing a new one. However, I have implemented a scoring method and multiple options to the items that the player can choose from, which add a significant new dimension to the complexity of gameplay. There are still a few kinks to iron out, but for the most part, I am happy with the progress so far.

While enhancing this artifact, I learned even more about the differences between a simple text-based terminal program and using a GUI. I had to completely refactor my code to allow for the GUI, and keep the GUI in mind as I was adding the scoring. I also got to explore some game design choices. I played my game several times before I settled on a scoring formula that I was satisfied with.