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CS 499

Milestone 4 Narrative

As before, 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 need to correct a few issues, such as the new game feature. I thought I had fixed the issue, but I hadn't, and I realized that I will need to essentially refactor a large portion of my code. That being said, I did successfully implement the database to record player names and high scores. Originally I had planned to use MongoDB, but I decided instead to use SQLite for ease of implementation.

During this enhancement, I re-learned SQL-style queries. I could remember what I needed to do, but had to reach for help with the exact syntax (for instance, ​​<https://www.tutorialspoint.com/sqlite/index.htm>). SQLite seemed the best choice because I could easily implement a small, locally stored and accessed database, and Python has built-in functionality.

Before final submission, I plan to essentially refactor the bulk of the code, which will allow me to fix the new game button so that it actually re-initializes the game properly, and will clear up my not-so-readable code. But overall, I'm happy with the progress I made this week!