

## Project 3 Report Tome Dudanov

1. Honestly, when I saw the assignment first, I had no idea what I wanted to do. I knew I didn't want to make Carmen Sandiego, but I wasn't that motivated for CYO, either. So, I needed to find my motivation on what I wanted to do. I'm a big fan of the 90s video game series "Monkey Island" that was recently remastered by TellTale Games. So, I thought why not make a Choose your own adventure game? At first, my idea was to re-make Monkey Island, but that was too big and too difficult to do, so in the end I wrote my own story for my own game.
2. Developing a Code Skeleton was pretty easy once I got on track about what I wanted to do. I went with a racing game, so I made 4 classes: Players, which stored the player name and the name of the file the Player's progress was stored in; Cars, which was part of the game and stored a Car's model name, transmission, and something called street cred, which was a part of the game. I made Cars as a part of another class, I didn't actually use it in the main function. The name of that class was NPCs, and it stored the NPC name and car (of type Cars, which had 3 data members inside it to begin with). Finally, I made a Leaderboard class, consisting of an NPC (type NPCs, of course), and the total street cred of said NPC, which varied with how many races he'd won/lost. I also used the Map class provided for us for the Sandiego project, modified it a bit and made it a game mechanic for my character to be sent from one place to another.
3. Looking back, I don't think I could've completed this project any faster. I didn't realize how fast it was due and I went home over the Thanksgiving break, so when I came back I only had 2 days to work on the project. Thankfully, I had the Code Skeleton, so I managed to make it on time, but looking back, I probably should've worked on the project over the Thanksgiving break – that way would've been way less stressful and I would've made the game better. Right now, it feels kind of rushed to me, I didn't make it quite the way I wanted to, but at least I fulfilled all of the requirements.
4. Well, I don't know if this is exactly a false start, but originally, my idea was to make Monkey Island. I talked to both my professor, and my TA about it, because I was unsure whether that would be plagiarism, but they both confirmed it wouldn't be. However, I saw how big the actual game is, and that some things may not be so easy to do, so I ended up scrapping that project and starting over. Other than that, things went pretty smoothly. The goal of my project was to make a game that I would personally enjoy making. I'm kind of disappointed with myself for not working on this project more. When we got the assignment, I was very excited about it. But, I can't turn back time, I made what I made.