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CS-499

Professor Bryant

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<center>Milestone 4: Enhancement Three: Databases</center>

The artifact I have chosen is the IT-140 text-based adventure game. This was a fun project where we got to use a bit of creativity when developing the original piece. We were able to add create the logic we needed to accomplish a user navigating between several rooms, before reaching their goal. This artifact was originally created in just my second term while at SNHU a few years ago.

I have opted to include this artifact in my ePortfolio because of the pure creative bounds we were able to take with it. For my current line of work, the code I develop usually does not allow for much creativity. Designing a simple point and click adventure game brings joy to an otherwise mundane practice. Additionally, we can showcase unique imagery, functions, features and algorithms since the whole purpose of the project would be to allow someone to enjoy it, not for a direct monetary consideration.

For this week's enhancement, I had included an SQLite component to my python code. This enhancement allows the user to track their high scores when playing the game. To achieve this, I have developed a timer to the game that will track how long it takes the player to complete a play through. Once the player completes the game, they will have the chance to input their name and see a list of the top ten high scores, which is stored in a small and simple database.

To speak on course outcomes, I believe I am still building off those I wrote about in the previous reflections. However, I did face some interesting challenges this week. I have not had a large amount of exposure to databases, it was initially difficult to find a sensible way to incorporate this for this week's enhancement.