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CS-499

Professor Bryant

12/15/2024

Milestone 3: Enhancement Two: Algorithms and Data Structure

For this enhancement, I have chosen to keep the same artifact as in the previous

enhancement. I chose to keep with the same source project for this enhancement because of the

nature with the projec.t We currently can highlight unique imager, functions, features and

algorithms since the whole purpose of the project would be to allow someone to enjoy it. We are

not aiming for any strict technical limitations.

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. Being able to design a simple point and click adventure game brings

joy to an otherwise fairly mundane practice. Additionally, we have the opportunity to 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.

I think during this week I have really refined the "design and evaluate computing

solutions..." course outcome. This week I was able to introduce a fully functional navigational

piece to my game solely based off where the user clicks. Until final release, I have left in a

debugging feature that allows the user to see where clickable regions are, as seen by red

rectangles. Also, I have added logic through thoroughly defined dictionaries to handle the room

navigation and item pickup features. This allows the developer to easily add new rooms and

opens the door for a future enhancement of adding randomly generated rooms, since room navigation is handled dynamically.

Also, during this enhancement, I have included my code on my GitHub page. This allows the code I am developing to be opened to the greater computer science community, which in turn speaks to the 1st course outcome. By building collaborative environments, developers and creative minds alike can crowd source bugs and problems that would normally take a single person days, months or even years to solve. There is also the notion that after having worked with the same code base for countless hours, having a fresh set of eyes is always beneficial, in that they will most likely notice mistakes that you have been overlooking.