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CS-499

Professor Bryant

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Milestone 3: Enhancement Two: Algorithms and Data Structure

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 in order 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. 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 imagry, 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. Additionally, I have added logic through the use of 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.