

Tyler Pimental

CS-499

Professor Bryant

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### Milestone 2: Enhancement One: Software Design/Engineering

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. Now I have added in a graphical element and even added the ability for the user to use their mouse when navigating. Additionally, I have tried to add more descriptive comments to not only help myself whenever I revisit this code, but also to others.

I have opted to use the tkinter library, as it is very user friendly, and it was easy to begin using. This allows me to bundle png assets into the project and later display them to the user to visually show them where they are in the game. I am by no means an artist, so to quickly generate some images that fit the style of my game, I have chosen to use OpenAI to help me get some starter images. There are a few bugs currently with formatting of the images, but I hope to resolve those this week. I plan to add a few more enhancements this week as well that would include some visual clues to the player, so they have an understanding of where they should be clicking. Also, I have begun working early on some of the algorithmic pieces of the code and how player navigation will work. Due to this, the navigation piece is a little buggy, and you can currently only navigate between 3 rooms.

Part of this enhancement was performing the initial development and design of not only this one, but also the upcoming two enhancements. I think through my code review and publications to the ePortfolio I am able to effectively demonstrate the 2<sup>nd</sup> course outcome. Being an oral style presentation, my code review was an extensive overview that showcased the technical changes and implications that I was looking forward to working with throughout this course.