**MCD 4720**

**Fundamentals OF C++**

**Assignment 3 Reflection**

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Assignment 3 Reflection

* Motivations for the Program design

The motivations for the program I’m designing is that I want to make a program that is tidy and uncluttered. In order to make this happen I created 3 class which are Die Class, Player Class, and Farkle Class. The Farkle Class is a child class of the Player class. The Die class is the simplest one, the function of the die class is holding the value of the dice and rolling the dice. The next one is the Player Class, I would say this is the most complicated class, because it has the most functions and variable among the 3 classes. Last but not least, the Farkle Class, the function of this class is to control the flow of the game and checking the game ending conditions.

* How well the design was to implement

I would like to say that I Implemented the design pretty well, but in reality, I feel that I have implemented the design poorly, there is still so much to be improved. This is due to the lack of time working in this assignment and lack of planning from the start.

* What I would do differently if were to start again

If I given the chance to restart the assignment, I think I’d like to try to implement the AI extra functionality, I am really curious how to create an AI for this game. Then I’d prepare and plan ahead more than I did this time.

* Extra Functionalities

There are 3 extra functionalities that I have implement into my program, which are:

1. Displaying the dice as ASCII art instead of numbers
2. Let the player to set the difficulty level, this effects the target score and the minimum running points before players can bank their scores.
3. Creating a main menu for the game.