Ruiyang Hu

Cs11a Final Project Reflection

1. Contribution:

Ruiyang Hu:

I raised the idea of this project, which was to make a game, a surviving game. Cheng Ge, Wei Lu and I together discussed how to make my idea into codes. Then I began to construct basic frame of this program.(Including giving names of variables, drawing the whole Map.) After Cheng Ge and Wei Lu wrote two subroutines, I wrote all other subroutines in this program. Finally, I make sure the program does not have any syntax errors or basic logical errors before I sent my teammates the program and let them test it. If they found any logical bugs(such as infinite loops), I will fix it.

Cheng Ge:

Cheng Ge attended our brainwave of the project. He wrote prototype of ‘move()’ subroutine, which is the movement.java file. He also wrote part of javadocs of this program. At last, he was one of the program testers who was responsible for finding potential bugs.

Wei Lu:

Wei Lu attended our brainwave of the project and wrote win(), winout() and winday() subroutines. He also defined some variables. At last, he was one of the program testers who was responsible for finding potential bugs.

Eric Patterson:

He was the last one who joined our team. I received an E-mail from him when it was already in December that he needed a team. I accepted him. He did nothing in coding. But he was one of program testers and he fixed some grammar errors of texts since he is a native speaker. Finally, he is very active at the day of deadline, helping me find a lot of bugs.

1. Grades:

Ruiyang Hu: 80/80

Cheng Ge: 75/80

Wei Lu: 75/80

Eric Patterson: 70/80

1. Highlight:

I created a lot of subroutines which means that I knew how to Refactor the program and make it easier to debug. And I think I also used conditionals and loops well.

1. Plans:

I will add more interactions with NPCs, which now players can only trade and fight with NPC. There is no stories of NPC and collectibles.

If I have a lot more time, I will learn how to use GUI. Currently, it is a little bit hard to play this game because no one want to play a game on PowerShell.

1. Learning:

I learned how to make the program print out texts slowly.(which was using Thread, check the Delay() and LongDelay() subroutines).

I also practiced a lot in refactoring the program--I really created a lot of subroutines to realize different functions.