

Project 3 Report

The American Dream

I used an app called Notion for planning my project. I started with a basic timeline of all the

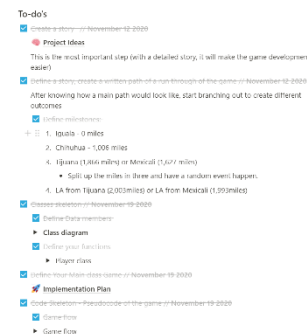
Timeline	Default view	Search	New
Submissions	Deadline	Status	
Project design meetings	Nov 12, 2020	Finished	
Submit class files & Code Skeleton	Nov 19, 2020	Finished	
Final Deliverables	Dec 1, 2020	Finished	
Grading Interview	Nov 30, 2020	Finished	
Project 3 Report	Dec 5, 2020	Working on it	

important dates. This was my way of optimizing my time management for this project. However, even though it was indeed helpful, it turned out to be a passive tool.

In addition to the timeline, I also created a to-do list that encapsulated the whole project. From coming up with an idea, to submitting the final variables. Having this list

help me in major ways:

1. It served as a place where I could build on top of my previous ideas. When an idea got too big, I created sub-pages (the “Project Ideas” with the brain emoji is one of them, the rocket ship emoji is another).
2. It helped me define my classes by having all the aspects of the game ordered in a bullet list. I defined all my classes by grouping all my variables (I color coded them).
3. It served as a blueprint I could follow each time I felt stuck by providing the “bog picture” I was looking for.



After doing some brainstorm and deciding on an idea for my project, I started writing on pseudocode what I wanted this project to do. I wrote down the outline, the parts of the game, and the phases/stages of the game. Whilst doing this, I was just trying to get the idea on to paper, but in the end, I wrote down so many details that this page served as my skeleton. After three days of writing out the idea, it took me like an hour to develop the actual code skeleton on VS Code. My skeleton was the backbone for my project. It contained all the headers for my classes and all the setter and getters of the functions I was planning on using. Nevertheless, I spent so much time on getting the idea right and creating the right classes, that I did not have enough time to implement everything I wanted to do. I ended up submitting my project with an extra empty class due to lack of time.

Working with someone would have been a great time saver, but in this case, I do not know if I would have had the liberty to come up with the project idea that I did. Looking back, I also think that I was too excited about my idea and the image of what I wanted to create was not feasible in the amount of time we had. I also think that having a more detailed skeleton would have made the implementation a lot faster; mine was still too broad and I had to spend extra time thinking about how to narrow it down.

My biggest mistake for this project was, not planning enough time for the actual development of my project. By the time that Tuesday December 1st came, I only had implemented 50 percent of my project. I spent the whole day working on it and this was the time where the *false starts* kicked in. I had to cut parts of the game, simplify most of the code, and eliminate a whole class just so I could turn it in on time. I chose to turn back from a path not

because I didn't know how to implement the necessary code for that path, but because I knew that it would take me twice as long if I chose that particular path. A clear example of this was the user interaction part of my game. My original plan was that throughout the game, I would present the player with facts about the stage of the game the player found himself in. Then, in order to complete that phase, the user had to answer a question about that fact. I also wanted the facts to be presented to the player randomly. Fact: "How many unaccompanied children are caught trying to cross the border?" Answer: 50,000 (in 2018)—my game is about illegal immigration to the U.S. In the end, I did not have enough time to develop this idea and had to go with the provided "guess a number between 1 and 10" interaction.

This project was my way, as a Mexican studying here, of trying to break the labels we often get. Coming to a foreign country, looking for an opportunity for a better life, and encountering all the prejudices floating around the media about us was the catalyst of this project. I want to paint a better picture of my culture, one that is not one-sided. One that does not dehumanize those who are not as lucky as me and must live undocumented. I have been in the U.S. for two years now, and I have encountered a handful of Americans talking about this topic with rather frivolity. Which only leads me to presume that some or most of them do not truly know the meaning behind their words, and how could they when all the stories they hear are only from one side? The things and situations that most illegal immigrants must go through just to get close to the border are so crude that it is hard to believe, at least for me, that these things happen. I also think that a lot of Americans would have a completely new perspective on this topic if they knew the reality of things. Now that I have started this project, I view it as my responsibility to present something better to my community at least (CU Boulder). I plan to keep working on this project, because I believe that I could bring some change, even if it is just a small one, I believe it is worth it.