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Individual Assignment 2

Initially I had trouble grasping the concept of the canvas and how to handle the user’s input. After I spent some time reading through the provided links and skimming through various API pages, however, I felt comfortable enough to get started. It was fairly straightforward once I understood the proper concepts, but then I realized I had neglected to structure my program using MVC. I did my best to split what used to be one large file into three classes, but as it stands I don’t believe I can split it into more than two classes without redoing several parts of the program. I learned I should pay more attention to assignment descriptions and work to reduce coupling in my programming.