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Reflection/Individual Summary

My contribution to this project was somewhat limited, at least as far as difficult implementations of code are concerned. I was mostly involved in the planning stage, wherein I mapped out about two dozen different patterns that might be useful for creating a board—which we then discarded, realizing that outside of a few useful associations, much would be more easily done using a bit of brute force. I did the code for the Tile and Player classes, which largely consisted of minor functions that allow board to access and modify values, and in so doing laid the foundation for the entire program, I suppose. I learned a fair number of new pieces of code—the method to clear screens and color text, primarily—and picked up a few inklings of what programming on a larger project with other people might look like.

I also picked up some more experience editing code and realizing when edits would be helpful. Legibility, in the case of much of the code, was an issue before several edits that made reading and understanding the code easier. Likewise, the power of commenting did not truly sink in until partway through this project. The initial look at Bao's code was a bewildering experience, and I believe that I can say with relative confidence that it would have been easier given a little context in the form of lines of green text. From Bao's participation in particular I learned a handy new way to think about absolute values—it was honestly the coolest little breakthrough moment I have yet experienced—and a certain degree of tenacity, as exemplified by time that was necessary for the longer and more complicated functions of the Board class. If given the chance to do it again, I would try to manage my time more wisely so that I could contribute more. Past that, I am pretty happy with the product we have managed to produce.