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Chess Project Step 1

In my battleship project this semester there were some things that made the project quite helpful and I think I will continue to do those things for this upcoming project. In the battleship project it was helpful to have a project plan with a timeline. The timeline helped keep me on track and never made me feel too rushed to try to understand the project. It gave me a good amount of time to try different methods and look into a way to make my code display and output to my liking. Also in the battleship project I found it helpful to check in with another person to see what they thought of my displays or even how the program was handled. It offered good feedback to see what improvements someone else thought I could make and help me see things I would have personally not noticed in my code. The other thing I felt very helpful when working on the battleship project was writing out what I wanted my code to look like. Having a visual as a reference helped me map out exactly what I wanted the program to look like. I believe that using these previous approaches from this last project will help me better set up the chess project.

I think ways I can improve in tackling this project would be by breaking up my timeline a bit more to better separate my work and to have more of a focus on particular parts of the project. In particular I want to leave more time aside to just directly focus on trying to find issues that may break or confuse the program so that way I have time to focus on creating error checking in the program that I may have initially overlooked. Also, for this project since we are focusing on a chess board I want to take some time to research the individual pieces movements since chess is not a game I have played often. Going forward I do also realize asking the user if they wanted to continue or quit each time was a bit repetitive. I also had an issue when running through forgetting I asked the question for the prompt and try to just input the next move. I feel like integrating a way to ask the user for the next chess move then also ask to quit might make it a bit easier to follow the natural flow of the game.