**Assignment Exercise 3**

Reflecting and Evaluating the process I followed while Developing a Sliding Puzzle Game

In this document I will be reflecting and evaluating the process that I followed to create the sliding puzzle game. Overall, I think the process was harder than what I expected to be. However, I feel that I did learn from this experience of developing.

One of the main difficulties of creating the sliding puzzle game was mainly using Cocos2d-X itself. I found it difficult to adjust to the coding library to develop this game. However, once I have learnt what I needed to use to create a user interface for the game, I found it a lot easier to use but it did take me a long time to adjust to the library. Also, the process of the game was made longer when I had to apply the logic to the graphics as well. The most difficult part of using Cocos2d-x for me, was apply sprites to the game and trying to implement more efficient code for the game to run.

As I was writing the application I kept going back to previous parts of the code and revising the code into more efficient code. Although this was good, I feel that I used too much time in doing that. I also feel that I spent too much time maybe learning the Cocos2d-x library. This is because I researched many different ways of implementing certain parts of the game and also learning some code which did were not used in the code.

Even though I could have improved my process in developing the sliding puzzle game, I feel that I still did well on this assignment.