For this project we did a pretty good job of working together and talking through our project together as a team, but we each had our strengths while working through the project.

Jacob

I worked through the bulk of the maze generation with Nate and helped out with a lot of the beginning research we needed to figure out what we could do to make this work.

Nate

I was the one working through the code while Cassadie and Jacob were talking through what we needed to do to make the code do what we wanted it to do.

Cassadie

I helped out with the syntax needed to make the compiler happy with Nate and Jacob’s ideas as well as put our thoughts on paper for the requirement specifications.

We all had a similar experience throughout this project because we worked on it as a team instead of dividing up the jobs and trying to pull it all together at the end. We found difficulties in our own logic clashing with the compiler’s logic which gave us a bit more of a bumpy road than we had originally anticipated, but we learned a lot about using object oriented code along with stacks accompanied by arrays and pointers.