# Criteria D: Reflection

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## Success of Solution

The product for my client has been completed. The final product created was a computer game based on the Yu-Gi-Oh! card game. I will now reflect on this final product. The following is a chart to show which of the specifications I met.

|  |  |  |  |
| --- | --- | --- | --- |
| Specifications | Failed | Met | Exceeds |
| 1. Game that allows students to practice spatial, logical or linguistic skills. |  | X |  |
| 1. Game is mainly visual, with limited written content. |  | X |  |
| 1. Good user-interface design principles are used. |  |  | X |
| 1. Game is fun and engaging for grade 5 learning-disabled students. | X |  |  |
| 1. Code is easily adaptable. |  | X |  |
| 1. Requires 1 or 2 players. |  | X |  |
| 1. A new widget. |  | X |  |

### Positives

This product surpassed my expectations on how well it would be created. Prior to coding my game, I, as a creator, felt that most of my aspects that I wished to be incorporated into my game would not work. Fortunately, this was not the case as most of what I had in mind seemed to work. Of course, the product created was much worse than what I had in mind, but in comparison to my other coding projects, this truly shows the potential of what, with the skills acquired in class, a student can achieve. I think the thing I liked the most about my code was that it was really complicated, and I was happy to know that I could code such a program.

Firstly, my game layout looked very elegant and the layout was not that confusing, which was a great thing, as getting the perfect layout was a very taxing task. Second, I like that the game that I created is very complex. Third, I found that the pictures for the cards turned out to look very elegant.

### Negatives

There were many things that I could have improved in my game. Visually, the game produced was not appealing, which could have easily been taken into consideration. Furthermore, most of the instructions were text-based, which would take much time to read. Another aspect that I would have liked to improve on was the efficiency of my code. In the many lines of my code, I could have made different methods to take care of the long list of if statements.

## Approaches to Learning

I think that my critical thinking skills improved over the course of this project, as the program which was developed was much more complex than the previous programs I have created in class. Lots of problems were produced throughout the development of my program, which made me think about how to go about making my code efficient and effective. To figure out how to deal with some of the complex problems and the different elements in my program, I would try and think, whenever I got the chance (like before I went to sleep), about my code.

I think that I have to improve my time-managements skills as I had to rush to finish my game near the end of the time restraint. Now reflecting on my work, I feel that if I had been more productive over the winter break, I could have created a game that was much closer to the one I imagined making in my head.

## Impact on the Target Audience

My client was Karen Steinbach, a clinical research product manager for the Empower Reading Program at the SickKids Hospital, who is inclined in learning how to rewire the brain through neuroplasticity. She wanted me, the programmer, to make a game that will help mentally-challenged students learn how to make spatial and logical decisions.

All the tasks incorporated in my game solved her needs as Yu-Gi-Oh! is a game that requires both logical and spatial skills. Although it focuses more on the logical aspect since most of the cards used in the game have special effects. These effects can be used in many different combinations to win the game, meaning that the players must carefully choose what to do.

The Global Context of “Fairness & Development” can be applied to this situation. This includes the “inquiry into rights and responsibilities in the struggle to share finite resources with other people” and “access to equal opportunities”. Karen Steinbach’s main concern was that the game should include logical and spatial that the user must make and the game should be intriguing enough that the students in the Empower Program do not get bored of it. Furthermore, she wants to get the students reading at higher levels. Through the created game, the students in the Empower Program gain access to equal opportunities and can obtain a greater success in life.

The Key Concept of “Development” was used throughout this project. Our project went from the planning stage, to the design, then the creation and finally the reflection stage. Furthermore, over the course of this project, the code used in our program developed in complexity and turned into something that I am proud of.