# Criteria D: Reflection

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## Success of Solution

The product for my client has been completed. I will now reflect on this final product. The following is a chart to show which of the specifications I met.

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| --- | --- | --- | --- |
| Specifications | Failed | Met | Exceeds |
| 1. Story must be text-based. Game should be 5 minutes long. |  |  | X |
| 1. Interactive with 4 tasks, an story that can be impacted, score system and some math functions. |  | X |  |
| 1. Should have ASCII Art & Titles, space between questions and no horizontal scroll. |  | X |  |
| 1. The game should be adaptable with usage of methods and comments |  | X |  |
| 1. User friendly which includes teenage appropriateness and should be error-free. |  |  | X |
| 1. Code should be efficient. | X | X |  |

### Positives

This product surpassed my expectations on how well it would be created. I, as a creator felt that most of my aspects that I wished to be incorporated into my game would not work. Fortunately, that was not the case. I had not proposed the idea of having an AI for Tic-Tac-Toe, or for that matter, I did not intend on having Tic-Tac-Toe in my game from the start. But I thought it would be a good idea. Now my AI isn’t that complex, but it is better than what I was expecting it to be.

### Negatives

Not many negatives were present in my game, although I would have like to have a system where the Dialog boxes would disappear after a while. This would be needed in my last task as the game involves memorizing.

Also, my code wasn’t very efficient, because I didn’t use arrays. I found that they would not be necessary and would make my work more tedious. Thus, I didn’t fully meet specification 6 but overall I did.

## Approaches to Learning

I think that my self-management skill improved over the course of this project, as there were routine assignments to be completed and there were line count checks everyday, which caused me to work on the project everyday. This helped with the flow of ideas and helped me make the game stand out in it’s own way.

I think my research skill could have been much better as I could have probably found better tasks to code rather than the ones we used in class. Although I did have a new task, I felt that it did not have much impact to the user, as it did not work the same way as the original game. If I had researched thoroughly than I could have incorporated more unique tasks.

## Impact on the Target Audience

My client was Daphne Bavelier, a brain scientist, who is inclined in learning how to make the brain function faster and more efficiently. She wanted me, the programmer, to make a game that will help challenge the brain.

All the tasks incorporated in my game solved her needs as they each challenge the brain in their own game. My first task was to make the user solve a riddle. All riddles challenge the brain. My second task was to make the user unscramble a string of words. This again will cause the user to user their brain. My third game put the user against an AI robot in Tic-Tac-Toe. This task did not require much brain use as the robot is easy to beat. My last game really made the user use their brain as much as possible as it is one of Lumosity’s games. They make brain games. Therefore, I feel that Ms. Bavelier’s needs were taken care of.

The Global Context of “Globalization & Sustainability” can be applied to this situation. This includes the inquiry of the structure and function of organizations. Daphne Bavelier’s main concern was that the game must be as challenging as possible, but should also intrigue the user. This will help in the research or “inquiry” of the function of the brain.

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. This shows the entire process of development. Through a great amount of assignments, and process checks, the development of my game took place.