Monkey Barrel

Unit 6 Reflection

Date: May 25, 2020
To: Fulk
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Subject: Connect 4 Project Reflection

Accomplishments. I wrote most of the original GUI code. I also wrote the CharMatrix class, wrote some of the Strategy class and edited the others.

Learning Experience. The most impactful thing I learned was about the Java Event Queue and how GUI relates to it. This information was essential to creating the animation used in the game. I also learned more about why interfaces are useful. Interfaces were useful because they allowed us to program most of the code more generally in terms of Players, so we did not have to write lots of different code for both of the scenarios, Human Vs Human and Human Vs Comp.

Objectives. My performance was adequate. I feel that I pulled my weight in the group. My time management was not very consistent, as I spent a lot of time coding in the beginning and the end, but not very much in the middle. However, in the end, I finished my code on time and the project is functional.

- Challenge: I challenged myself by trying to use Java GUI, something which I know very little about and is very different from the things I usually code. This challenge was rewarding because I ended up learning a lot about GUI and the Java Event Queue.
- Effort: My effort was adequate. I didn't work that much, but that's only because it wasn't necessary. I put in enough effort to finish the project on time and it worked out.
- Quality: I did my work well, as code was not rewritten often unless a better approach was found. The code is organized and easy to interpret. The project itself is functional and is polished reasonably well, as there are not many known issues.
- Problem Solving: I was resourceful on this project because I overcame the GUI challenge that I had, and in the end I was able to produce a successful animation.
- Results: The results of the project were good because the game is how we expected it to be and we finished it on time.
- Teamwork: I was an adequate team player, because I produced the code I was supposed to do and did it on time. However, since my partner and I often were working on different sections of code, it was somewhat difficult to communicate.

Overall Assessment: If I were to give myself a letter grade, I would give myself an A. Our project met the initial designs and was finished on time. I collaborated on the project reasonably well and pulled my weight in the team. That is why I would give myself an A.