

## Final Project Reflection

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Date: May 25, 2020  
To: Mr. Fulk  
From: Mihir Kelkar

Subject: "Connect 4" Project Reflection

**Accomplishments.** {Describe the role you played on the project team and what you specifically contributed and accomplished.}

I helped as the designer, mapper, and helped Vivek with writing the program as well. I wrote the whole func. Spec. We were each responsible for writing different classes. I helped with the player implementations, wrote most of the Strategy class. I am most proud of my design for the setToken method in CharMatrix class. Although Vivek implemented it, I had the idea to check for a win surrounding the coin just played was much more efficient than running through the whole board and checking for a win separately.

**Learning Experience.** {Describe what you consider the most valuable learning experiences of the "Connect 4" project.}

I learned that we were able to work as a great team. There was no need to meet up twice a week as I had suggested earlier. Our flexibility made up compatible for this project. As a team, we did not have any set roles. These experiences taught me a lot about collaboration in the software-engineering workspace. We also learned how to design methods that would make our game the most efficient possible (going back to the checking for win idea).

**Objectives.** {Evaluate your performance. Describe how your performance aligns with each of the performance objectives. Give supporting details and examples to justify your grade.}

- Challenge {I challenged myself with writing the strategy class, and the most efficient design for the setToken method.}
- Effort {I spend sufficient time on the project. I was always checking to make sure we were meeting our deadlines properly. I put much effort into writing as well.}
- Quality {Some of my ideas were very useful and helped a lot with other parts of the game. My code was not repetitive, it was organized, and I think it has quality.}
- Problem Solving {I used resources such as Chomp and my textbook for help.}
- Results {There were good results and bad results. Errors were useful, tedious but useful, so that we could fix developmental issues. Other good results include successful runs of our program. There were many useful results.}



- Teamwork {I was a designer and a writer. So was he. It was independent and collaborative at the same time. I made many contributions. We helped each other. I think I was overall an adequate team player.}

**Overall Assessment** {For a grade, I would give myself an A. Our project satisfies the requirements, and goes above and beyond by incorporating GUI. I put substantial effort into this project, worked very well with my partner.}

