

My approach to tackling this project was taking it step by step. When my partner and I first came up with our project idea it was initially very overwhelming to even think about how we should go about it. However, doing things little by little, handling the small problems, like trying to figure out what should be a class and what shouldn't, made it easier to overcome the bigger challenges, coding and noncoding related like determining how we could work on the same repository.

One new thing I learned while working on this project was using switch statements. Implementing them in our code was easy and made it more efficient than using many if statements. I also, finally, learned how to use GitHub. At the beginning of the year, I was so focused on adjusting to Java and object-oriented programming that I never took the time to understand how to use GitHub. However, for the project, it was necessary to learn how to use it so that my partner and I could work together. Now I understand what it means to commit, push/pull, what branches are, and more. It was challenging, but absolutely worth it.

Something I wish we'd done differently is the way we handled creating each day of the game. Currently, each day is its own function with nested if statements. I feel like there's a better way to structure this like making each day have its own class instead. If we'd had unlimited time to work on this, I'd definitely opt for another way of handling the days and even the locations. I would also love to implement some visual components. We created a map of our project, but never got around to using it in our code.

The most helpful feedback we received while working on the project was the comments we got about our storyline. I was personally very worried that our game wasn't engaging enough or that it lacked excitement, but Lucy and someone else, whose name I sadly can't recall, were able to reassure me that our idea was a good one!

If I could give my past self some advice I'd tell myself to start earlier. I'd also suggest attending more office and TA sessions. I believe that many of the issues I ran into were largely due to a lack of time management and could've been resolved if I'd reached out to others in a more timely manner.

I loved working with Denisse on this project! It was difficult at times to coordinate our meetings, but we made it work. She was very committed to the project and I don't believe we could have accomplished what we did without her.