# ARPEGGIO Reflection

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To: Mr. Peck

From: Oliver Dong

Subject: ARPEGGIO Final Project Reflection

**Accomplishments.**

My role dealt with the back-end of our program. This meant making sure all the classes called the right methods, all fields could be accessed and changed by those who needed to do so, and that the main game utilized all of its assets correctly. Specifically, I wrote the Protagonist, Weapon, Armor, Game, Story1, Inventory, and JUARPEGGIOTest classes. All of these are not directly viewable from the user interface (with the exception of the console print-outs of Story1), so therefore I classify myself as the “guy under the hood” that makes sure the program runs in the first place. Because a great amount of our program required the displaying of pixel art, character art, or lines of text, I dealt with a lot of file I/O and wrote several parsing methods for .txt files.

**Learning Experience**.

While learning how to parse stats and names and to load them in to given data structures was an enlightening experience, the greatest learning experience was team communication. It was easy to run off and do your separate thing, implementing methods of your choosing, declaring whatever fields you wanted and whatever parameters were convenient, but at the end, the program had to function as one. Therefore, such an approach was detrimental to overall development efficiency, which slowed the progress of our program at the beginning quite severely. Communication was a lot better as the due date approached (I wonder why); we learned to feed the correct values to methods other people were writing and to not mess up Dropbox as it tried to sync our simultaneous edits.

**Objectives**.

* Challenge: A
  + Parsing was something I had to go out and learn on my own, and I was successful in doing so. Furthermore, communication among different classes had always been a difficult task to me, I felt accomplished when I finally learned how to do it correctly.
* Effort: B
  + I admit I cannot stay on task for extended periods of time, but during the times that I were I was focused and working efficiently.
* Quality: A
  + All of the methods I wrote functioned correctly, and testing them in the JUnit tests was simple as a result.
* Problem Solving: B+
  + While I did get around any speedbumps I had regarding my classes and my methods, the solutions are definitely not one of a professional programmer. Memory and time were definitely wasted.
* Results: A
  + Our program works, our classes communicate, the whole thing feels like a game.
* Teamwork: B-
  + In the beginning of the project, I liked to go out and do my own thing regarding classes and methods, thereby ending up with useless classes because they didn’t pass the correct data or couldn’t function without receiving huge amounts of data. I didn’t listen to the requirements of my teammates at start. But as the end drew near and I realized that we are turning 1 project, not 3 (figuratively speaking), it was a lot easier to collaborate.

**Overall Assessment**: B+

I feel satisfied with my accomplishments during this final project and with the program that our team produced. Of course there are many things we could have improved, starting from the optimization of our code to a whole list of features that we could implement, but given the time frame and our relative inexperience at making full-blown programs, I feel proud to call ARPEGGIO a creation of our team.