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CS121

Project One Reflection

Although my project is embarrassingly late, the process of doing the project was an enjoyable one. Firstly, I read the entire project paper to determine what the expectations would be. The first thing I noticed was that the project paper was laid out similarly to how the coding would need to be laid out or indented. In noticed that the whole project would hinge on a Russian nesting doll of ‘if-statements’ and contingency, so I went slowly and tested in bits and pieces.

The first thing I did was create all my variables relating to statistics (round, health, moves etc.) and label them accordingly and specifically so they wouldn’t be misunderstood. Then I tested to make sure it was inputting those statistics correctly. Afterward, I was slow and deliberate with the creation of if-statements to cover multiple outcomes; I tested those outcomes as I created them and made sure to use edge conditions.

My biggest struggle with this assignment was time management and breaking the project down into easy-to-comprehend bites. I was overwhelmed by information that was far less daunting than it seemed. Adapting to this issue, I began to leave comments to separate chunks of my code. By doing this I was able to see productive progress and figure out what was working and what wasn’t.

During the creation process, I did reference the EvenOrOdd.java and the RandomNumber.java to do the tiebreaker. While much of the project could be done off the top of my head, those were two parts I needed some reference to. I feel confident in my abilities for this project, but I am ashamed of my poor planning and lack of timing, regardless of outside conditions.