# **Unit 6 Reflection**

Date: May 25, 2020

To: Mr. Fulk

From: Jacqueline Wen

Subject: “Battleship” Project Reflection

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

For the battleship project, I was in charge of the algorithm side. I coded both the person vs person and the person vs computer class. I also wrote the consol portion of the game. However, I was more in charge of the back end of the program while Meghana worked on the front end.

**Learning Experience**. {Describe what you consider the most valuable learning experiences of the “Battleship” project.}

The most valuable thing I learnt from the battleship project is the importance of managing time properly. I completely underestimated the time it would take me to study for APs, so instead of the 6 weeks that we were supposed to spend on the project, I spent 1 week planning for it, then 2 weeks actually working on it, and 3 weeks studying and taking the APs. I completely disregarded the fact that I had other commitments and blindly believed that I would have the time to work on the project.

**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 {To what degree of difficulty did you challenge yourself?}

· Effort {How hard did you work?}

· Quality {How well did you do your work?}

· Problem Solving {How resourceful were you?}

· Results {How useful were the results of your efforts?}

· Teamwork {What kind of team player were you?}

I think the project was relatively challenging. Although I did not need to learn any new algorithms or data structures, I needed to have a really clear idea on what I wanted to accomplish. I spent a lot of time thinking about how I would actually write the programs without actually starting to write code. My code accounted for any user errors that the player can possibly make. In addition, I ran my code no less than 40 times and I checked all the corner cases I can think of. When I was debugging my code, I outputted a lot of print statements to see where my errors came from. Luckily, this debugging technique works and I can confidently say that my code does not have any obvious errors. While working as a team, I tried to communicate and check in with my partner as much as possible. In addition, I tried to hear her opinion on everything that we are doing.

**Overall Assessment** {Give yourself an overall letter grade with an explanation.}

I think I deserve an A on this assignment because I spent a lot of time trying to make sure that my code is more efficient. In addition, I tried really hard to make the game more fun. My code functions how I wanted it to work and I spent a lot of effort trying to make the computer generated values random. I think I should get an A for both effort and the product that I made in the end.