# **Reflection**

Date: May 26, 2020

To: Mr. Fulk

From: Meghana Muddireddy

Subject: “Battleship” Project Reflection

**Accomplishments:** For the battleship project, I was in charge of the GUI side. I coded both BattleShipGame class and GameBoard class. I was more in charge of the front end of the program while Jackie worked on the back end. Although I was not able to successfully complete a functional GUI, I tried my hardest to make some sort of UI. I helped make the consol interface for user friendly since the GUI is not functional.

**Learning Experience**: The most important learning experience for me was learning how to manipulate GUI in eclipse. It was really difficult to get any GUI started in this game. I tried for hours to learn how to connect the GameBoard to the algorithm, but nothing worked. However, I did manage to get a little bit of Gui working at the end. I learned the importance of never giving up. Although, I did eventually stop trying to connect the algorithm to the GameBoard, I think with more time I would have eventually solved the problem.

**Objectives**: I think the project was pretty difficult, especially my part as I worked on the GUI side of it. I challenged myself a lot with trying to learn something all by myself with ultimately no help. I spent many hours over several days learning how to implement GUI using past labs and YouTube videos. I put a lot of effort into trying to figure out how to connect the GameBoard to the algorithm. I tried many things from trying to make an ArrayList to manually coding each button, but nothing worked. I did as much of the GUI as I could without Jackie’s algorithm, but I could only finish the GUI with her algorithm. Because of that, I did not get optimal time to try to work out the kinks in the GUI. I think with more time I would have managed to get a user interface attached to our game. Jackie and I met at least once a week to update each other on what we did and what our next steps are. We even did the status reports together to give us a chance to voice each other’s ideas.

**Overall Assessment**: I think I should get a B. Even though I deserve an A for effort, I feel like I was not able to present what I was supposed to. I was responsible for making a functional game with all the buttons working, but I was not able to meet that goal. Jackie did a lot of the hard back end work with the algorithm and I was not even able to make a functional game. However, I did spend a lot of time and effort into making something work and I did manage to make a GUI start page and a GUI game board that will show up if you click on one of the options. Unfortunately, that was as far as I got with the GUI. Overall, I had less functional stuff working than Jackie, and the functional portions were not equal parts of her and my work, so I should get a B.