

# Individual Reflection

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This project helped me a lot with understanding new thin in the Java language. This is the fourth project on the TU Delft and the experience of the previous projects helped me a lot with this project. Things like asking question when you don't understand code is a smart and helpful thing to do. Also communication with your partners improves the quality and time spend of the tasks.

## **Contributions**

I have made a lot of contributions to with testing the product, refactoring code and the asteroid movement. I enjoyed testing and refactoring code because it helped me understand the code much easier and that way I could spot problems quicker. Also I have had a big part in the debugging role. Most of the times well all the code was merged there were many complications. Testing classes also had a lot of complications, because of the graphics and GameContainer class, I helped with resolving the problems.

## **Improvements**

What went well was mainly handing out tasks to member and completing them. We had a very strict schedule and every member was perfectly on time with completing their tasks. What can be improved is in my opinion the communication, when I was working with someone on a task the first question I got was at the next meeting.

## **Future projects**

In a next project I would probably spend more time on coding so that this part of the project can be finished faster and even bigger improvements can be made. Also I would start earlier on task, because most of the times I start late with my task, what causes me to finish the things in a hurry and this could maybe decrease the quality of my contribution.

I would use the Maven tool because it helped me a lot with programming and making this more ordered also Travis CI helped me with that.

