REFLECTIVE ESSAY

GROUP 3

**[psa, the layout of the report is:**

**\*report aim, project context/aim, the procceses used, problems encountered, lessons learned. And what else you can think of. This is in order. Also, I have highlighted certain things within the essay. LMK if anything. I have drafred most of it on paper however it’s a collaborative essay haha]**

The aim of this reflective essay is to reflect and look back on the work done so far (I.e., the work process, the problems encountered etc) and learn from it. The intention of this group project is to simulate real world software development. Methods such as research, specifying, designing, building and testing have been and will continue to be used throughout the development process. This project simply is a series of web applications tasked with the responsibility of generating and presenting some kinds of puzzles. Tools such as JavaScript, HTML5, CSS, Reactjs etc [put the things you actually used] [this paragraph is to tell what was used to develop]

The first task was the to solve the N-queens completion problem. A solution to the eight queens puzzle necessitates that no two chess queens occupy the same row, column, or diagonal in order to ensure that no two queens pose a threat to one another. This was achieved through [write how you did it, how it works and what was used].

The second task was to solve the polysphere puzzle. The puzzle is an 8x11 rectangular board where 12 individual polysphere may fit in. The application when run presents different possible placements of these polyspheres on the board. This was achieved through [write how you did it, how it works and what was used].

The third task was to solve the polysphere pyramid puzzle which is like the polysphere puzzle discussed earlier. By implementing themes and methods used for development in earlier tasks, the polysphere pyramid puzzle has been solved.This was achieved through [write how you did it, how it works and what was used].