

Reflective Paragraphs

This Cows and Bulls Assignment was challenging but I learned so much from the process of building this game. This project required me to dig deep and push myself because I would get stuck and frustrated but would come back to it and always find a way to solve whatever problem I was encountering. I was very happy to have a full functioning game that works on every different AI level, as well as while using the play from file option.

Upon reflection I feel like I could have made a few improvements. I think I could of broke the turns down into different methods to reduce code reuse. But I realised if I did that I would have to change the code in the methods for each game as well, so I just decided to handle it all in one large game method for each different AI for the game. Included is a UML I created when I started. My over all plan stayed the same I just added a lot more methods that I didn't know I was going to have to create when I started. All in all this was a worthy assignment that taught me so much about coding and program design. I grew up playing Mastermind which is a similar version to this game so it was fun creating a game that I actually enjoy playing.