**Reflection – Metroid Recoloring**

In my group, I served as a main coder and debugger. The classes that I wrote were the Player class, the weapons class, and my enemy, KeithWong. I also incorporated all the sounds that are played in the game, and made sure that the game was running smoothly, providing suggestions and consultation on how to fix bugs when I ran into them. Over the course of this assignment, I learned to be more picky with my team members. In my group, all members but one contributed to the completion of the project. Since this person did not do what they were assigned to do, we were put behind schedule as we were required to finish that team member’s parts. This really took a toll on the sleep of members of the group. For example, I did not sleep Sunday night, since I finished this project at 6:30 in the morning, and I still had to finish my physics project. Overall, I feel that the work was distributed as follows:   
David Liu : 27% (Team leader, madesure everyone was done their work and that we met deadlines)  
Keith Wong, Jerry Xu, Jessie Leung: 24%. Work was split up very evenly over the course of our project.

Adam Li: 1%.

All Adam contributed to the project was the instructions screen. Had Adam contributed to the project, I feel that it would have progressed much smoother than it had.