# Connect4 Post Project **Reflection**

Date: May 23, 2018

To: Mr. Peck

From: Gautam Kapoor

Subject: Connect4 Project Reflection

**Accomplishments.** {Describe the role you played on the project team and what you specifically contributed and accomplished.}

I primarily worked on developing the user interface for the game to be played on including the board and the chips. I also worked on how everything would change based on the moves that each player made. Apart from the code itself I was responsible for documenting what I had written, completing a large portion of our Preliminary specifications, the complete user manual, and presentation.

**Learning Experience**. {Describe what you consider the most valuable learning experiences of the Connect 4 project.}  
 I found that building the user interface from scratch was extremely valuable. I had never really done anything like this before in our labs and developing the game board and the logic behind how the game would be played was insightful.

**Objectives**. {Evaluate your performance. Describe how your performance aligns with each of the performance objectives (refer to 06\_moe\_performance\_objectives.doc). Give supporting details and examples to justify your grade.}

* Challenge {To what degree of difficulty did you challenge yourself?}

I feel like I definitely challenged myself more that the beginning of the project. However, by the time I finished my section of the code, I just needed to make sure things worked and complete the other sections of the project at which point I stopped challenging myself.

* Effort {How hard did you work?}

Again I feel that I worked much harder at the beginning than at the end. I was definitely motivated to work on my code as it was something slightly new to me, however, after that I did not put in as much effort.

* Quality {How well did you do your work?}

I do feel that despite my effort at times, the quality of my work is strong (the code works).

* Problem Solving {How resourceful were you?}

I feel like I was reasonably resourceful especially when it came to developing the user interface and board by finding examples online to base my work off of.

* Results {How useful were the results of your efforts?}

The results were useful. My code directly affects the game and the presentation is made is what we’re using to communicate the work we have done.

* Teamwork {What kind of team player were you?}

I feel that I could have been a better team player by staying more involved in the work that my partners were doing as well compared to simply focusing on what I had to do.

**Overall Assessment** {Give yourself an overall letter grade with an explanation.}

Honestly for this project I think I deserve a B. Compared to my partners I feel like the quality of my work is at the same level but the amount is lower especially when it comes to the difficulties they faced in the code they wrote.