# Connect4 Post Project **Reflection**

Date: May 23, 2018

To: Mr. Peck

From: Jason Gu

Subject: Connect4 Project Reflection

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

I focused on writing the game logic and game state, such as switching between player moves, win/loss/tie functions, and being able to start a new game. I was also responsible for assisting our project leader Nikhil in testing the code/writing JUnit tests and Gautam with the GUI as well as also documenting what I wrote. Aside from the code, I helped write the preliminary specs and planning for weekly goals.

**Learning Experience**. {Describe what you consider the most valuable learning experiences of the Connect4 project.}  
During the developing process, I found out that we had to use a lot of code and thinking outside of what we usually do in class. For example, implementing networking was very difficult to grasp at first, but after I did some digging and researching of my own on the Internet, I had a better understanding of what it meant in our code. It was very useful to have a central “hub” where the actions took place and interesting to see how I can implement that in the game logic, such as in the case of players switching turns and making moves. The most valuable thing I took away from this project was learning how to be more resourceful, both in coding with other people and researching.

**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 challenged myself to fully understand the code, not just my part in the project. I think this speaks a lot for networking because in the beginning, none of us had a clue on what it was. However, I did attempt some of my own research, and I looked mostly into the TCP protocol since it was optimal for the type of game we were making (turn by turn). I wi
* Effort {How hard did you work?}
  + I worked reasonably hard for my part, which was building the logic. Frankly, I was quite lost in the beginning, but with Mr. Peck’s suggestion of using source code from David Eck’s TicTacToe as inspiration, I got a better understanding of what I needed to do. I pushed myself to do a lot of online research on methods and used tutorials in order to grasp our project, in both logic and networking. However, after I had finished my part, I put in a bit less effort.
* Quality {How well did you do your work?}
  + I think I did reasonably well since the code works and has proper documentation. However, at times, my effort was indeed lacking since I also spent a great deal of time working on other projects or studying for AP tests.
* Problem Solving {How resourceful were you?}
  + I think I was pretty strong in this suite as I pushed myself to research in the code and things I didn’t understand for out code. I asked Nikhil for help and guidance on some parts of the logic code or found tutorials and articles online that helped clarify methods and topics for me.
* Results {How useful were the results of your efforts?}
  + The results of my effort shows in that we have a fully functional Connect 4 game, and that networking is well implemented into our game logic.
* Teamwork {What kind of team player were you?}
  + I think I could’ve been a lot better team player, since many times I wasn’t involved or didn’t show enough effort on my end to keep up with expectations. However, I did get better at communicating with my project leader and became more productive.

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

I think I deserve a B+ for this project. I think the coding level and difficulty I had to address was nearly on par with my group members, and I was able to get a good understanding of our whole code. However, although I did complete my code at the end and had a working game, I wasn’t the best team player or had the best work ethic during the development process. I definitely feel I could’ve contributed a lot more time and effort, especially in communication on the project, but I have now gained a better understanding of how a team should work and how I can improve in future coding projects.