# Connect4 Post Project **Reflection**

Date: May 23, 2018

To: Mr. Peck

From: Nikhil Vytla

Subject: Connect4 Project Reflection

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

I was the project leader and manager, and I specifically focused on idea development and implementing networking in addition to programming in game logic throughout the game. I also focused my efforts on testing and debugging the code. I was also in charge of documenting the majority of the code and writing the status reports and specifications.

**Learning Experience**. {Describe what you consider the most valuable learning experiences of the Connect4 project.}

Honestly, the networking aspect of Connect4 exposed me to so many new terms and forms of technology. I asked Mr. Peck multiple questions and had to go through extensive research online to properly figure out the code and the issues I was running into, and through a slow, but gradual trial-and-error process, I understood the ways that the Hub and the Client interacted with each other, and how those interactions translated to visual representations on each of the users’ screens.

**Objectives**. {Evaluate your performance. Describe how your performance aligns with each of the performance objectives. Give supporting details and examples to justify your grade.}

* Challenge {To what degree of difficulty did you challenge yourself?}
  + When we started the project, I was definitely ambitious. I wanted to create a crazy game that came out of nowhere and completely blew the competition away. I quickly came to realize that pushing myself and my team members that far wouldn’t work, so I decided on pushing myself to make a simple, but 100% quality product. I researched different methods, networking and TCP protocols, and GUI frameworks to find a quick, efficient, and more-difficult-than-imagined game.
* Effort {How hard did you work?}
  + Each week, I made sure to stay on task. I knew we were going to hit a lot of rough patches, so I spent my time trying to understand the code that I had written and the code that I had sourced from David Eck. I consistently completed tasks each week and also tried to find ways to learn more about what my project needed.
* Quality {How well did you do your work?}
  + I fully completed each of my assigned parts, and while external delays were present, I made sure to enter the assignments in a timely manner. I believe that the code I’ve written and the work I’ve done in game design and write-ups is efficient and solid.
* Problem Solving {How resourceful were you?}
  + In the beginning, I had outlandish ideas about ways to change up Connect4. I was thinking of adding multiple-players, up until 5-player Connect4, complete with multiple colors and themes. But as time went on, we had to improvise. Our first method, Gridworld, didn’t work in the way we wanted it to, so very late in the project we had to pivot. I found David Eck and decided to study his online resources, which, along with Khan Academy videos, proved extremely useful for understanding and writing networking code.
* Results {How useful were the results of your efforts?}
  + Our code works, and it works well. It’s basic, it’s simplistic, but it gets the job done, and most of all it’s completely finished.
* Teamwork {What kind of team player were you?}
  + I think we had some teamwork kinks at the beginning, and while yes, I could have been more productive, I always focused on getting the task done. I admit that I wasn’t the best project leader this time around, but ultimately my group and I were able to accomplish what we wanted to accomplish.

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

I deserve an A on this project. I realize that I wasn’t perfect by any means. I could have been more optimal. I could have dedicated more time to this project instead of spending my time studying for AP tests. Still, at the very end, I was able to keep my team and myself on track despite all our time conflicts and I was able to learn so much that I know I’ll be able to use in the future when I’m developing web or mobile games.