Your contributions to the project

- I proposed to use Wpf as the platform to start the project because I took a 3 credit class on C# and I knew that the color of form library was not the best.

- created 3 board prototype with structure in order to simplify the coding and the tracking of the methods

but solutions were discarded because of resistance of some elements of the group and the mere factor that they refused to use my code so I end up being the outsider of the group. Decision were made base on roles decided by friendship and preconceptions. As a matter of fact the other board was using recursive calls and refreshing and redesigning the entire board each time for the movement system while I was doing everything interactively just changing the cells that I needed. However some of my solutions were used as an idea on how to do things.

- found the initial solution for moving a character from cell to another cell by mouse click, storing the coordinates of each cell by the corresponding index of the board in the object of the cell and the recalling those coordinates by mouse Click event . In my first two board prototype I used the C# User Control class to design the board cells(tiles) so I got experience with the technology and logic of it. Then designed and showed and coded, which then was the solution adopted, how to use the button class in order to emulate my initial logic and design of the Tiles, because, the other board was extremely inefficient and it had to clear and redesign after each click the entire board to emulate a movement, and the team despite this had chosen that design. Showed and explained that the button could be added directly in the uniform grid without having to create a grid cell and then added to the uniform grid, expressing simplicity in the program but the implementation was discarded because they already had decided what board implementation was going to be used regardless of efficiency and simplicity.

- proposed and showed how to designed the enemy, hero and tile class with virtual and overload solution discarded.

- Showed and implemented the existence of the timer class after a member of the team had problems finding a solution to emulate an enemy attach do to the quickness of the action.

- Explained and showed how and why to use folders for finding and placing methods right away but never used on the board.

- Showed and explained the existence of partial class in C#.

- Created the plotRoot1 method with respective timer. Actually had to invented from scratch: the what, the how, the when, and had to redesign it 3 times in order to fit all the changes made in the board.

- created the AI with a structure and an actual algorithm(s) (Actually I came up with the approach and while driving at home 2 days before the first presentation and coded in one and half day ). It uses two timers one for the actual movement and the other to fire the next Enemy turn to perform the movement.

- Created a model and the approach for the game theory part of the AI ( Actual created and modeled the night before of the final presentation going home and wanted to try it out ) using a system of parallel Array List to store the desired indexes of the original array in order to emulate the C++ pointer and there for point to the desired Enemy to select the desired Hero based on a mathematical formula. So I created a structure and working system if someone wants to extend and perfect the game theory part of the game.

- Suggested and actually implemented location signaling on the board for the Heros in the previous board but it was not brought in the final version (I don’t know why );

However I used the Option movement from the board to implement the EnemyMove() which gives the final coordinates where to move the Enemy too, and the move character which does the swapping of the cells ( I redesigned that method too with a simpler solution using indexOf(the bug that I showed you) and no calling those methods to redesign after but it was discarded ).

Did you contribute your fair share to the project?  Explain.

Well I did, but got tired about all the rejections and toke the task(the last 10 days I think) that nobody was able, or did not wanted, or tried but had no idea how to actual do it, that is the AI (Actual Some One else had to do it).

What you learned from this course.

Team wise nothing new. I have 36 years old and started having roles of responsibility and leadership at the age of 26. The young people think they know it all and don’t follow suggestions, plus they base their power on the popularity and role that they have in the group not based on the actual skills that they poses. They want to show off, and there weight on the decision is based on the level of acceptant from the other members of the group. However, doing the Ai, exposed, and made me understand the need of having an engineering approach and methodology. I saw in first had the need in having: test planes, expected behavior, requirements, using planning and designing tools before actual coding and emulate behavior. I used a rule of thumb and most likely all the Ai methods don’t behave how they should but I got the chance to experience something that I would never experience, and with confidence, I can say that I works for 80 percent of the situations.

How has this course impacted your professional development?

It made understand what it means to have to work with other people’s code