# Unit 6 Reflection

Date: June 1, 2015

To: Mr. Peck

From: Som Pathak

Subject: Gauntlet Project Reflection

**Accomplishments.**

In my team I played the role of creating the Main Menu, Splash, Game Over, and Junit player and Junit projectile classes. I created all these classes after researching how to use the libraries in LibGDX. I mainly sought to create the screens that were presented in the game.

**Learning Experience**.

I believe the most valuable experience in this project was learning how to use GitHub and the LibGDX framework. GitHub was especially valuable for its relevancy in hosting and sharing source code. I believe the knowledge I attained using GitHub can be applied to any future endeavors I have in coding. Additionally, the LibGDX framework provided a good beginning in game design. Both these tools have proved to be very beneficial for applying my knowledge in code to create a larger project.

**Objectives**.

My performance for this project was adequate for its completion, as we finished the project on time and were able to add most of the features we planned to add. This project was fairly challenging as the learning curve for applying LibGDX libraries was fairly steep. Using GitHub instead of DropBox also required thorough research. My effort for this project could have been more, but I think I did enough to get the project done without any serious complications. I believe the overall quality of the work was mostly at par with the class’s standards of efficient code and applied topics. I also believe I was as resourceful as I could be with a new topic that I had to teach myself. The results of my work were sufficient in accomplishing the vision we had for our project.

**Overall Assessment**

I give myself an A- for this project. This grade is for the amount of time I put into learning a new topic and for achieving the specified results of my part. Overall, I believe I had learned a significant, useful amount of material in completing this project, thereby validating the effectiveness of my work. The final results show the desired goals my group wanted to accomplish when we first started this project.