# Unit 6 Reflection

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To: George Peck

From: Christopher Cheung

Subject: “Gauntlet” Project Reflection

**Accomplishments.** Regarding programming, I mainly handled the Character, Player, and Enemy classes. In these classes I mainly handled the animation and movement. I also conducted the Junit testing of the Character and Enemy classes. Outside of writing the programs inside Java, there was also a learning curve for LibGDX and GitHub. This was the first time any of us had worked with LibGDX and GitHub, so I learned along with them, learning how to create repositories, add collaborators, and use the graphical GitHub program. Regarding LibGDX, we all first figured out how to create a simple HelloWorld program with LibGDX and then split our ways. I mainly focused on animation and movement and that’s why I became more dedicated to Character and its subclasses. Because I began known in our group as being more familiar with animation, I also ended up doing the animation for projectile motion. Because animation involved finding art assets, I also became the main contributor of art elements in the group and dealt with the task of integrating the art into our game. Also, there was one point in our making of “Gauntlet” when we realized that there was a lot of repeated code in Player and Enemy. This was when animations and movement were handled inside Player and Enemy rather than putting it in their superclass, Character. I then took it upon myself to begin the large task of cleaning up Character, Player, and Enemy and structured these three classes to create the ones we have today.

**Learning Experience**. First of all, by undergoing this project I finally figured out how to use GitHub and this was a very important learning experience in itself. Secondly, another library I became familiar with was LibGDX which I will probably find myself using in the future again. Regarding this project specifically, one important thing that not only I learned, but my group learned along the way was that we should have planned out our project more thoroughly. Along the way we realized that our classes were messy and not well-defined, not each having a definite purpose. We did not effectively implement loose coupling. In the future when I embark on a big project like this, I will know that planning is actually very important and the structure of the program can be very important to understanding it.

**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 This project was definitely a challenge for me because I had to step out of my comfort zone regarding my knowledge of computer science. Many of the things we tackled in this project were new to me, including the LibGDX library and GitHub. So in the end I challenged myself with the volume of knowledge I had to acquire. Sprite sheets and atlas files were also both unknown concepts to me before we started the project.
* Effort I believe I definitely put in the effort in this project. During class I would always use my time productively and on several weekends we would get on Facebook and Eclipse and have several hour-long work sessions. During the weekdays at home the work ethic was no different. I think most of the time was spent for me trying to overcome the learning curve, but work is work, even if it doesn’t add directly to the product.
* Quality I believe that by referring to the instance where I took 2 hours to clean up the code drifting between Character, Enemy, and Player, I can prove that the quality of our finished product was of importance to me. I also took the time to make sure that the art I found could mold together as well as possible so that nothing would look too far off in the finished, playable product.
* Problem Solving Learning how to use LibGDX was a bit of a stretch for me. To help expedite and clarify the learning process I googled online tutorials on LibGDX (this is where we found the HelloWorld tutorial) and looked for tutorials on YouTube of people that were creating similar games as we were.
* Results Animation and art were very important elements of our game that helped bring it together and feel more finished. Finding art resources was also very time consuming, as it was difficult finding art that would work with what we already had.
* Teamwork I believe that overall I was effective as a team player. I would provide feedback and listen to others. I would ask what the group leader wanted before acting. I also tried to keep up with the efforts of my other group mates in terms of work effort and work results.

**Overall Assessment** I believe that I should earn an A- on this project because I believe that I contributed a good amount to the project and was heavily involved in its planning and implementation. The effort required to produce the project was also not minimal, as there was a big learning curve and a lot of code eventually written. However, towards the middle there were days where I was not so productive and those days are why I don’t deserve an A.