# Unit 6 Reflection

Date: May 1, 2015

To: George Peck

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Subject: “Gauntlet” Project Malice

**Accomplishments.** I built the Map class, set up the JUnit testing for the group to work on it and managed collision detection between classes. I also wrote the MimicGdx class which can be expanded into an options class, but is currently only used for isolation of controls and a single audio sound.

**Learning Experience**. I learned a lot about the Libgdx library and the convenient use of Gradle and Github. Taking some time to read the Libgdx source code allowed me to understand a method of structuring graphics classes and all other aspects of a game (which could help with programing any program). Learning to collaborate with group members was both fun and frustrating and upon reflection, the experience will likely allow me to collaborate better in group projects in the future.

**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: Learning the new library took a lot of time and effort for both me and the group. For me specifically, the map class random generation and merging of all the images into a single image proved to be fairly difficult.
* Effort: I spent a lot of time working on the classes and inquiring with my group mates about the structure and features that our game should have.
* Quality: Most of my work had no bugs, but the bugs that did come out of my code were fairly difficult to fix, especially map’s random generation.
* Problem Solving: I was relatively capable to solve my problems. Most of the algorithms for the Map class used the flood fill method and I was able to deal with the two different coordinate systems that came with standard methods of going through an array versus the Libgdx classes (top left as origin versus bottom left as origin). I was able to solve the lagging issue that occurred when the Map class had too many tiles by extracting the Pixels of all the images into a Pixmap class (provided by Libgdx) and merging them all together into a single image.
* Results: As a result of my efforts, the game was able to have a map that randomly generated and basic collision detection. And the JUnit testers were set up so that the group can start writing the JUnits without too many problems.
* Teamwork: I was able to help most of my teammates with advice on algorithms or suggestions on the structure of the classes. I was able to keep the group organized and working near the end of the project when they started finishing their parts and wanted to keep working.

**Overall Assessment**

I feel I deserve at least a B for the effort I put into the coding and the testing. Though I do feel I could have assisted my group mates more on the important status reports and specifications. Because I understand how important those aspects are to programming rather than just writing code, I feel a little remorse for not helping them on those as much as I should have.