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Group C

# Evaluation Document

Problems:

I faced problems with optimizing and making the application run smoothly, displaying the grid content after a minimizing and then maximizing and updating the flow of the elements when connected with a pipe or deleted.

Personal view:

The project itself was enjoyable. From the beginning it did seem that it was going to be far easier but while working on each component we found that it will require some more knowledge, and I was pushed to search for new ways to finish my tasks.

Most of the things we did with Windows Forms I already knew. I was the main person to write the collision detection algorithm, which was fun to work with something I have not worked on before. I enjoyed being a member of the team and not the leader. It gave me the possibility to see other people lead the members and see who is better at which area.

As for documentation, I learned good practices when working on a project. The use cases that we made gave me a good overview of what we need to create and kept me focused on the tasks.   
At first I did not find a reason to create the class diagram because we are still not sure what we will be using, but in the end it actually we based our project around the initial diagram and added a lot of new content and methods to aid us while working.

Overall I learned and improved a lot of my skills.

During meetings with the tutor we received positive feedback with good examples on what to focus on or how to correctly work on a given task.

When discussing the challenges we need to focus on with my group members we easily were able to plan out and divide the work between us so that the tasks will be done correctly. We tested our program and frequently found problems that we were able to fix together.