

Patryk Wisniewski: CS1300 Fall 2018

Recitation: 103 - Tetsumichi Umada

Cloud9 Workspace Editor Link: <https://ide.c9.io/patrykw/csci1300-patryk>

Project 3

1. I didn't really do too much in order to prepare for this project other than reading the project write up before starting and formulating a general plan of attack in my head before starting to code.
2. I did write a code skeleton, but I did not think it was useful. Often when I write code I feel that a lot of the quirks and outcomes of your program won't fully come to light until you start writing it. Therefore I ended up completely disregarding my original plan as I started to notice that I need extra function that I didn't think would be so complicated before. For me it feels best to just write the code with only a general understanding of your end goal and to work it out as you go. If it needs refining then you can come back and optimize it later.
3. I could have create a game class that took over more of the functionality of the main.cpp file. A lot of my classes and the driver function ended up being a lot messier than I intended because I had to pass the Cart class to almost every function in my other classes. I felt that the code ended up being a lot messier than it needed to be because of this. Other than that I don't feel that I could have completed the project faster since I believe I was being as efficient as I could at this point.

4. I don't feel that I had any false starts while working on this program. There were a few instances where I had to rethink my approach to a specific problem, but never to the point that I had to back away and rewrite my entire solution. I think the reason that my project progressed so smoothly was because I already have worked on my own game a lot in my spare time. I already have an established workflow and understanding of how to structure a project like this. For example when I ran into a situation that would be better suited by creating a new function I knew that instantly and I didn't try to find some work around in the main function that would only serve to make the code more complicated and prone to errors. Overall the project went smoothly and I felt that my past experience is what allowed me to push through it all without issues.