

# Reflective Sheet

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I was the main coder for this game with Elisabeth being the project manager and doing a bit of everything but also helped out a ton in coding.

I mainly done the collisions within game class, set up gregors random movement, set up the game states so it can swap between menu, instructions and game so we can see different screens, and I also set up the big apples fully with Elisabeth doing all the code for animations.

I personally found this project fun other than some last day git bash mishaps but they have been resolved, the most interesting thing I learned was most definitely how to work in a group, working in a group is quite difficult and hectic without the proper communication, we did have proper communication and im happy that only me and Elisabeth were coding because we still had some problems understanding each others code in some aspects due to the different styles but managed to discuss and understand each others styles better.

The most challenging aspect however was the merging, towards the end for some reason whenever pulling a branch it opened up a vi menu with prompts like abort, quit etc... which came out of nowhere so we had to work our way through that, and also we had a slight merge error but that was resolved by transferring all added work that was added on that branch to a new one and pushing without any issues.

All header files have a section at the top outlining what me and Elisabeth done in that class. Some classes went un-used due to the lack of time and plus because we were happy with how our game turned out.

Overall I found this project extremely fun and learned a lot of valuable lessons for future projects which will definitely be helpful