Reflection on the Connect 4 Project

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To begin with, this project gave me an amazing experience of collaboration since I had the chance to learn to work with others and how to equally distribute the work that was needed to be done to do the connect 4 project. During the process of creating the program of connect 4, I improved on my skills with graphic user interface, and also learned more information about GUI too, such as changing the 2d label array colour. Not only did I learn more about GUI, but I also learned new information too. After this wonderful experience of creating the game “Connect 4” on java, I learned how to create an artificial intelligence in my program, and how it works with the minimax method. This concept is very new to me, as it uses an AI, but as I work through it, I allow my brain to expand and explore to different aspects and concepts of an evaluation method for the game “Connect 4”.

At first, the concept of minimax and artificial intelligence was very new to me, as I have never heard of it in my entire life, nor have applied it to java programs of my own, which made it hard for me to understand. As I started to learn the concept in class, with the lessons taught by Mr. Wong, the concept was a bit less difficult for me, but I still needed to do a massive research outside of school on the minimax method and just artificial intelligence in general. Although I had to go through the process myself, I learned many new things through my exploration and I got some more general understanding of my own.

Something hard about working with my partner was that we could only work together in class, since our contact information was only extended to google, which may have made our work speed less efficient, and less collaboration would occur. A problem we surpassed during the making of our connect 4 game was that since we made our depth as 8, our program ran very slowly. Later on, we fixed this problem by putting a smaller number as the depth, which would make our program run faster, which would be more appealing and efficient to the user using our program.

One thing to improve for next time is to have better time management because we did not have enough time to fix our bugs in our GUI, which took a large amount of time to try to fix, but eventually we could not fix the GUI, so we used the system output. Overall, there were many problems that we had to face, but in my opinion, as long as we tried our best to succeed, and whether we win or lose the tournament, the important thing is that we did what we could and exceeded our limits.