# **Unit 6 Reflection**

Date: May 29, 2018

To: Mr. Peck

From: Jessabelle Ramos

Subject: “Cave Adventure” Project Reflection

**Accomplishments.**

I wrote majority of the JUnit tests for all applicable classes. I handled commenting on most of the classes. The code I wrote for some classes, such as Player or Monster, was lost along the way for the sake of development and more favorable methods. I also wrote the User Manual, the first and second Status Reports,

**Learning Experience**.

I learned that the first solution found is not always the best solution from having my methods replaced with more efficient ones. Furthermore, I improved my sense of self-discipline because of the pressure of having teammates and forced myself to work despite my laziness.

**Objectives**. {Evaluate your performance. Describe how your performance aligns with each of the performance objectives (refer to 06\_moe\_performance\_objectives.doc). Give supporting details and examples to justify your grade.}

* Challenge {To what degree of difficulty did you challenge yourself?}
  + I did not challenge myself as often as I could have. In the beginning, I had contributed many methods that were not the most efficient solution. Though I pursued them and sought out better solutions, ultimately they did not succeed and my teammates had to make up for my shortcomings.
* Effort {How hard did you work?}
  + I worked fairly hard. Due to outside conflicts, my time in class was especially productive because I was unaware whether I would be able to after school. However, I was especially productive in planning the project and re-planning due to time and ability constraints to find new ways of executing our ideas.
* Quality {How well did you do your work?}
  + My original work was not up to par thus it was replaced. However, my JUnit tests, Status Reports, and some classes which I worked upon, such as the Monster subclasses etc., were satisfactory.
* Problem Solving {How resourceful were you?}
  + I was resourceful in the sense that I spent long periods of time googling my problems and trying to find solutions, asking around for help, or just changing the code until something worked.
* Results {How useful were the results of your efforts?}
  + My original efforts, although functioning, were inefficient. However, subsequent work was satisfactory and was kept in the project.
* Teamwork {What kind of team player were you?}
  + I worked very closely with my groupmates and tried to keep morale up when we hit mental roadblocks, such as with GUI problems or adjusting our project plan to fit time constraints. My teammates were very cooperative.

**Overall Assessment** {Give yourself an overall letter grade with an explanation.}

I would give myself a B+. Due to outside conflicts such as not having Wi-Fi at home, my work time was limited thus I was encouraged, rather forced, to really focus during work-time in class. I tried to contribute where I could, though most of my contributions that were *kept* were outside of the main aspects of the game, shifted towards Monster subclasses or JUnit testing.