# **Unit 6 Reflection**

Date: May 30, 2018

To: Mr. Peck

From: Shannon Ding

Subject: “Adventure” Project Reflection

**Accomplishments.** I helped lay out the file structure for the game and coded most of the logic of the game. I started by making the WorldMap class which was the basis of game and added the GUI files around it (opening windows, the Adventure/Battle frames and components) and the key listener. I also wrote the Battle class and most of the health/damage methods the Player and Monster uses. I balanced the gameplay by planning and coding the different locations the player can visit, the different effects they have when the players step on them, and how much of the map is revealed when the player moves.

**Learning Experience**. I learned about the importance of pseudocode and writing project specifications. It was impossible to finish coding every part of the project because it was so large and spread around. We often had to write some temporary code and comment what we wanted to add later. Then, we would go through our TODO comments and fix it bit by bit. It allowed us to run the project (even though the functions were incomplete) and organize what we wanted to do next class.

**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 I haven’t done a large project in a long time, so I struggled a lot with how to arrange the files. I also learned how to add a Timer (and about the different types of timers). I also learned a lot about opening/closing JFrames.
* Effort In the last few weeks, I’ve been working during class and also ~3 hours a weekend. I’ve contributed to a lot of the code, many of the javadoc comments, and helped clean up the features of the game. I also wrote a lot of the final specification.
* Quality My code was pretty clear and I organized the methods well.
* Problem Solving I searched up everything I wasn’t sure about and helped direct team members to sources too.
* Results I feel like I helped pull the game together toward the end. We all added ideas for many features but I helped fix and prioritize the features so we ended up with a somewhat fun and done game.
* Teamwork I could have spread out the coding work a bit more because when I had an idea for a feature, I singularly coded until I finished it. Otherwise, I was communicative and stayed on top of what the team wanted. We worked together very well toward the end and split up JUnit tests and comments.

**Overall Assessment** A. I worked hard, demonstrated mastery of the course material, and added some creative judgement to the project.