# **Unit 6 Reflection**

Date: May 29, 200

To: Mr. Peck

From: Ronit Mathur

Subject: “Cave Adventure” Project Reflection

**Accomplishments.** I contributed to the JUnit testing as well as write status reports 3 and 4. I coded parts of battle and player as well as most of the monster classes. I coded parts of all the classes helping Jessabelle and Shannon.

**Learning Experience**. I learned that coding can be very flexible and there are many possibilities.

**Objectives**.

* Challenge
  + I challenged myself by working with coding techniques and styles that I am not fond of. I did not know how GUIs work however was able to research and help in creating GUIs for our project.
* Effort
  + I put in a good amount of time into this project, I spent a lot of time writing and rewriting my code depending on how the group wanted to proceed with our vision of the game.
* Quality
  + In the beginning much of my work was poorly made however I rewrote most of this and incorporated my partner’s suggestions into my code. In the end I am satisfied with the quality of my work as it represents my knowledge of java.
* Problem Solving
  + I learned a lot from my partners and researched about code that I did not know how to write. I did a good job in catching mistakes in my code and fixing the problems quickly.
* Results
  + Despite multiple instances of rewriting code due to errors I believe that the effort was worth it and produced a product that exceeded what I initially thought my group and I were capable of.
* Teamwork
  + I worked well with the rest of my group, we shared ideas and helped each other a lot. This allowed us to be knowledgeable of all of the code rather than our specific sections assigned to us. I incorporated ideas given to me by my partners and provided ideas and pointed out errors in their code.

**Overall Assessment**

I would give myself an A, I believe that I spent a lot of time on this project and contributed a fair share of work in the group. I worked hard to learn things that I had limited knowledge on such as GUIs and the printing of the map. While writing code that was assigned to me I helped my partners fix their parts of the project. I had a vision in the beginning of the project for a game similar to a minimalistic game I had played years ago and saw that vision through with my group, learning a lot on the way.