

Ross Blassingame

ATLS 4120

Professor Pierce

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Milestone 4

Project reflection: Reflect on your process both from the creative side as well as from the tactical side for this app. What went well? What didn't go so well? What would you do differently next time?

I think my project went fairly smoothly overall. My idea was to make a Computer Science 'quiz' that Computer Science students could use to study for interviews. That idea turned out to be too hard to implement, because it would need some sort of built-in compiler to be effective. Because of that, I tweaked my idea into a quiz aimed at first-year CS students to help them study and review CS topics that they tend to struggle with more. I'm a CA for CSCI 1300, so I have a pretty good idea what sorts of questions should be included in the quiz.

I was happy with the end result of my project. The final quiz was a 10 question, multiple-choice quiz where users could tap which answer they thought was correct and a score was displayed at the end. One way I could improve my app in the future is to add more questions, because 10 questions isn't enough to review all of the important concepts. Another way I could improve the app in the future is to add more features – an option to shuffle the questions, an option to remove questions they have down from the pool, etc. Additionally, a start menu with a settings menu could have been a good feature to have.

If I could start the entire process of creating the project over again, I'd spend a lot more time up-front planning. I'm currently in the Object-Oriented Programming class, and we're

learning about planning and UML diagrams. I didn't realize the importance of up-front planning until I was already halfway done with the project, and I feel like I could have avoided a lot of pain with proper up-front planning.