Sudoku Group Project

UF COP 3502C

Summer 2023

Administrative

Team name: Group 1

Team members: Samson Carter, Dylan Dixon, Chance Nahuway, and Diamond Nicholas

GitHub URL: <https://github.com/SamsonCart/Sudoku-Group-1.git>

Video demonstration URL: XXXXX

Submitter to Zybooks: Chance Nahuway

Reflection

Our team dynamic was very fluid, and there was no friction in deciding how each team member should contribute to the project. We began by assigning individual methods at random to each team member, and after we wrote those assigned methods, we started taking shifts around the clock to work on improving the code as best we could at our individual discretion. We had daily scheduled meetings throughout the week that allowed us to ask each other questions and bring each other up to speed on our progress. While it took us a day or two to find our stride, once we found it, the project flowed to completion even more quickly than expected.

From the perspective of the group, the project was a fantastic learning experience on multiple levels. Up to this point, programming is something that we had each done largely in isolation, and learning to work as a group on a complex project was difficult at first but extremely rewarding in the end. We were able to bounce ideas off each other, ask each other questions when we were stuck, seek clarification on requirements and specifications, etc. By and large, we all agree that this project was our favorite part of the course.

Of course, we did encounter challenges along the way, particularly at the beginning of the project. At that point in time, everyone’s level of understanding was lacking, and we were unsure of how to begin or how the individual pieces of the project were supposed to fit together. Only after we had a day or two to play around with the code we had written, make mistakes, and fix those mistakes, did we each start to have a fuller understanding of what we needed to do next. While these issues were certainly vexing at first, we overcame them quite quickly and ran into few roadblocks throughout the remainder of the project.

One thing we would differently is take more time at the beginning of the project to better understand the requirements and organize our initial efforts. We wasted some time floundering at the beginning of the project before we were able to start making real progress. Another thing we would do differently is start earlier. We all underestimated the vast amount of time that completion of the project would require, and while we were able to finish on time, it took several days of round-the-clock work to accomplish this.

What did Samson learn throughout this process? XXXXX

What did Dylan learn throughout this process? XXXXX

I (Chance) loved the entire experience of working on this project. In particular, I enjoyed learning how to code alongside my teammates rather than only doing it alone, which is all I had ever done up until now. While working alone work was still necessary, and I made most of my contributions to the source code while working alone, I thoroughly enjoyed our group debugging sessions and the time spent coding alongside my teammates. I learned a lot about different ways to approach problems, and I was inspired by my teammates’ novel insights to solving problems we encountered.

What did Diamond learn throughout this process? XXXXX

*XXXXX Final report must be saved as* Report\_Group1.pdf *and submitted to Canvas.*