# Chronos - reflection

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Looking back at the start of this project, we did undergo some journey. Coming up with our own ideas, communicating them with team members, trying to agree how to make it actually happen, explaining how it is supposed to work and why is this better/worse than the other ideas. To turning it into an actual form and experiencing the usual group project issues but still managing to turn it into working prototype.

Teamwork is always much more than just working on the project. It requires proper communication, splitting up the teamwork according to everyone's needs and strong sides, loads of patience, accepting that not everyone is on the same skill level and that people work at different paece and have different time management and opinions. Since I was working on the game document with Freya and she really did not want to take the role of a team leader and no one else seemed to be willing to do it, I was the "chosen one". I have to say that I quite enjoy splitting up the workload and discussing project related topics with team members (or non-team members), but I also rather do something myself when I know how, then to leave it to someone else and risk that it will be poorly done and I would have to either correct it or accept the fact that it is shit.

At the beginning I tried to make communication a priority and thought that if I put enough effort into it, it would motivate everyone into writing their reports regularly on what they are doing and planning on doing. I prepared word documents with workflow and work distribution for team members with possible changes and asked them if they have any suggestions. However, after few tries I got demotivated by my long monologues in the discord group chat that did not inspire my fellow partners into speaking their minds and becoming more interested in this project. I did not know if they didn't have time or were just not interested in it. There was no answer whatsoever. My faith in them doing proper work went down but I still wanted to give them a chance and space for realization.

According to the initial work distribution, I was supposed to do mainly art since 2 other team members wanted to code. About two weeks into the project, I realized that I would rather code it since I like it more and, in my opinion, I am better at it as well. I aslo did come up with a lot of things there and wanted to implement. From the beginning I knew that I wanted to make the moving screen and switching through portals to different puzzle screens.

When I saw no progress in my teammates work over the easter holiday, even though I said that the menu needs to be done asap, I decided to take action and started coding myself. I was not complaining since I enjoyed the coding, but I was scared if there would be enough work for them left. That was one of the reasons why I did not start to work on the puzzles sooner. Quite soon I realized that I had to make some puzzles because they will not have enough time. I also did not want to make art at all at this point so I started with the final puzzle that I came up with and had no idea how I would explain how it is supposed to be done to them. In my eyes it was much easier to code it by myself than to try to explain it.

The idea for it came from an enigma machine since it was supposed to be during world war 2 period. I wanted to get the keyboard input from user and encrypt it if the number code is wrong and decrypt the message if the code is correct. To make it work I had to take better look at how to use strings and ascii

table. Luckly the keyboard enums in sfml are set up that A has keycode of 0 so we can just add it to char value of A. therefore the transition from enum keycode to acsii chars is quite easy, although it did take me some time to figure out how to do it.

Another issue that I have encountered was unlocking the doors and accessing portals (next puzzles/levels). One thing is that I was in a time shortage in a sense but I also did not want to re-do big chunk of my work. Luckly, I came up with an easy, fast and in theory working solution, the only problem was that I did not know how to code it in c++. Fortunately, when I explained to David my thought process, he showed me extern variable that Ken showed him previously. With this newly gained knowledge, my idea turned into working piece of code.

At the end I ended up doing the menu and switching thru all screens, moving screen (the present), 3 out of 4 puzzles and no art (except drawing math riddle in aesprite xd). Basically the only thing I did not code was the first puzzle and implementation of sprites.

It was more work than expected but I did enjoy it and as I said at the beginning, I Would rather do the work myself properly than beg and wait for someone to do the work, especially if it would be most likely poorly done.

For future projects I should pay more attention to choosing team members. Working with people that are on the same page with you is very important. And as per usual, start sooner.


Video link

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