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Post Project Reflections

Aditya Kotak

Looking back on all the work we put in for this assignment, I must say that this was probably the one of the most, if not the most, difficult projects I have ever had to do. The breadth and depth of all the rules of monopoly had to be translated into code and we had to think of all possible scenarios that would not work for specific instances and had to ensure that our code would not accept those cases. Specifically, this had to be taken into account when I worked on coding the buying house and buying hotel methods. However, despite it’s difficulty, I learned a lot more and gained an entire new perspective on how Java works. After this project, I truly understand the concept of “object orientated programming” and how it is so easy to create objects in Java. I definitely believe that this was a very rewarding project and reassured to know that I can code a large project if needed.

Rahul Sarathy

Out of all the assignments and labs that we have completed over the full year, I can easily say that this project has helped me the most in understanding all the concepts and protocols we have learned in APCS. In regular in class labs, documentation seemed like a chore, but in working on this project, I now know that documentation is absolutely necessary and is actually very convenient when working on a large scale project. Furthermore, I now can truly appreciate the beauty and capability of Object Oriented Programming. While designing monopoly, I was able to fully see the effectiveness of delegating different methods to different objects and factoring out common methods into abstract classes. Although this project was definitely the most challenging throughout this whole year, the experience which we as a group have gained completely validates our collective effort.

William Wang

As someone who wishes to go into video game design as a career, this project was, in my opinion, a big stepping stone towards that goal. Within a few weeks, we were able to create a fully functional game that could be played without error. While the initial planning of the structure of the code was really tedious and uneventful, the time we spent mapping out how we were going to code our game turned out to be an asset, as we knew right away where each component of the game fit in. I was able to apply all of the skills I learned in APCS this year on the project, and the fact that we were able to successfully complete a project of this magnitude amazes me. While I hope to continue to make similar projects under less grade-dependent situations, I felt like this project has proven to myself that I am capable of completing huge projects, and my goal has become much more of a reality.