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CPSC-60000-001

Project Reflection Paper

In the following paper, I am going to reflect on my project for Object Oriented Design. This reflection will be focused on my difficulties and challenges I faced but also about what I learned from the challenges and how they helped me move forward. This was a challenging project but one I am glad I saw through because it unlocked some more understanding of what programming consists of.

First, a description of the program that I build as a final project for the class. I put together an Attack/Defend the castle simulation. The user chooses how they want to attack the castle by foot, boat, or tank and the castle reacts to the attack by getting arrows from the armory and going to defensive positions. Its not the most exciting simulation but it is reflective of my skill level.

Second, the challenges and difficulties that I faced while moving through this project over the last 8 weeks. There were a lot of challenges for me during this project because I do not have a background in computer science. Most of the students in the class are in professions involving computers and they gave great advice and tips on the discussion pages which was great. The biggest challenge I faced was I never really wrote any large amounts of code before. My experience had only been smaller programs with a couple classes. This project was challenging because I had to keep track of everything I was doing and would make some mistakes and then find and fix them. I think what was helpful was each week we had a pattern due so I was able to get some practice with each of the patterns before I tried to place one in my project. There were plenty of nights just staring at the screen not understanding why I was having errors or not know what I was missing. A big challenge I have was my company Exelon started their outage in the last three weeks of class. So, I was/am working 12 hour shifts for the last 17 days straight. So, it took some focus and time management to focus on work and the other class I am enrolled in to get through it.

Third, what I learned from the experience of having these challenges. One big lesson I learned was not waiting until the last minute to work on assignments. I tried to start early on most assignments because I knew I would have to talk with a tutor, re-watch lectures, YouTube videos, or LinkedIn Learning lessons from the authors of the book. Another lesson I learned was walking away from the keyboard and doing something else for awhile if I was stuck and then returning with a fresh set of eyes. This method worked more than once, sometimes I would come back and realize I was missing a curly bracket or something like that, if you’re not fresh you can look over the simple things. The last thing I learned during this process was that I enjoyed trying to build programs and am going to continue on a try to become at least a casual programmer and do some fun projects.

In conclusion, I discussed my final project for the Object-Oriented Design class. The reflection was focused on the difficulties and challenges that I faced while working on the project and also what I learned from them. I found the class and assignments challenging but worthwhile because the final project tied the patterns together so you got to see a bigger picture concept than just a small pattern program.