

I very much enjoyed this project. Making this game was very fun but also quite challenging. Working with my partner Josh was a pleasure. If I had to put a number on the division of labor, I would put it at 50/50%. Josh, more of a math person, took the task of writing the backend, whereas I, who proved to be more proficient with graphics, focused on the frontend of the program. All together I learned a lot about how to use an object oriented language to make a program. I learned a lot about how to structure a program using objects. I found it very interesting to code in this way. I know a few different languages, but Java (being object oriented) has been much different, and I have really enjoyed playing around with classes and methods and their interactions.