**Unit 6 Reflection**

Date:       May 31, 2017

To:          Mr. Peck

From:      Anvitha Aluri

Subject:   “Boggle” Project Reflection

**Accomplishments.** {Describe the role you played on the project team and what you specifically contributed and accomplished.}

My accomplishments for this project include writing the BoardFirstAutoPlayer class, and writing the JUnit test for this class. In addition, I helped my group member Jessica with her class BinarySearchLexicon and we all worked together on fixing the GUI.

**Learning Experience**. {Describe what you consider the most valuable learning experiences of the “Boggle” project.}

The most valuable learning experience I gained from the whole project was learning to implement backtracking code. In the real world, learning how to use backtracking code is very important because this algorithm is used in many different projects.

**Objectives**. {Evaluate your performance. Describe how your performance aligns with each of the performance objectives. Give supporting details and examples to justify your grade.}

·            Challenge {To what degree of difficulty did you challenge yourself?}

This a highly challenging task for me since I had to apply everything I learned from this year into one project. I never knew how to use backtracking code before this project as well. Normally for labs they would be based on one topic, so they were simpler to do. Also, since this was not an assignment from the teacher and we could choose any project, we had a lot of freedom and this made it difficult to keep the features we could add to a realistic amount.

Effort {How hard did you work?}

I worked extremely hard on this since I was part of a team, and I had to fulfill my role as a member of this team. I had to help my group member when they needed help to, so although we had individual parts we all worked together to make the project the best. This was also quite a challenging task and I had some difficulties managing my time, but in the end I was able to push through and not only finish my part, but help my teammates and learn a lot. My part of the project was also highly challenging and I worked very hard to get the code to work properly.

·            Quality {How well did you do your work?}

I worked very hard on this project to make it nice, not just for the grade, but because I found a lot of interest in doing this. This project was very fun to me because I love playing Boggle and I tried my hardest in all of the work, and even overcame many obstacles while doing this project. I tried to make my code as efficient as possible to improve the quality of the game. I found it amazing to be able to code a game, from start to finish, so that really drove me to work hard.

·            Problem Solving {How resourceful were you?}

I was extremely resourceful to our group for this project. When I had an issue, I did not just give up, but I instead researched and asked others for help to resolve the issue. When my group members had issues, I immediately helped them and tried to find a solution the problems that we faced. For example the GUI was not working properly, so I worked with my team members Alanna and Jessica to find a solution and we found one quickly.

·            Results {How useful were the results of your efforts?}

The results of my efforts were very useful because I was in charge of the computer auto player which is vital to the success of our game. Also I helped with the main logic and debugging. Without my efforts, there would be no computer player the user would play against and there would be no list of all the words possible on the board.

·            Teamwork {What kind of team player were you?}

I was a really enthusiastic and supportive team member because I was really interested in doing this project since I thought it was cool to be able to code a game from start to finish. Also I was accommodating with everyone’s ideas. Our group worked so well together that we did not have any fights or big disagreements. I also helped out my group members with no hesitation and was extremely supportive of them.

**Overall Assessment** {Give yourself an overall letter grade with an explanation.}

I deserve an A on this project, since our group fulfilled all of the requirements and implemented a very well done Boggle game. I worked really hard, and my work shows this. We not only created a fun game, but it has zero bugs which took time to achieve. We also put in a lot of effort into the documentation as well as the presentation, making our project complete and well finished. We made our project easy for the user and added rules. We went above and beyond the requirements for this project.