Final Project Reflection

I picked the uno project as a personal benchmark of my skills. I knew that attempting a Unity project was a risk and that I might not finish the project, but that's part of being outside of my comfort zone. The personal benchmark of my skills is comparing the uno project to my first project this semester. My blackjack milestone was littered with random snips of code, and a very non functioning blackjack game. While my uno game never was able to reach the point I wanted it to, I was happy with where it was at for a few different reasons. One of the reasons is I completely started the project from scratch. I wanted to start from scratch to see what I could do. I could’ve used a tutorial or copied another programmed uno game, but that wasn’t my goal. I felt the only thing stopping me from completing this project was Unity and the time schedule around this project. After the presentations of the project I wasn’t able to spend much time working on it because of other finals. I was able to do some final touch ups, but nothing to completely fix the issues I was having with Uno. The skills I’ve learned from this project are the theme of my experience this semester. Being outside my comfort zone and taking risks. Walking into data structures I had no experience in either C++ or C#. Reflecting on what I was able to accomplish and not accomplish I’m surprised at the growth I experienced. Having the entire class revolving around coding had forced me to start figuring things out by methods such as reading documents, researching concepts, and watching Youtube videos. While this semester has been a huge struggle due to numerous issues (COVID- 19, getting Pneumonia, failing the midterm horribly) I’ve learned the most from this Computer Science class compared to the rest of my formal Computer Science education I’ve taken this far. While this semester was an uphill battle I wouldn't have traded it for any other class.