

Lessons learned

Our original idea was to create a text editor. Starting on it earlier this week, we soon came to the realization that it was much more complex than anticipated. With the project being due on Monday, we knew that we didn't have enough time to try and figure it out, so instead we had to come up with an entirely new idea. If we would have started brainstorming code and working sooner, we probably would have been able to figure out the text editor.

We also learned that projects are much easier when working in a large group. Being able to split up tasks made things run in a more timely fashion. Having multiple people allowed for various ideas on how to implement certain parts of our code and majorly helped when trying to debug and fix errors.

However, having groups can sometimes create the problem of some people not participating as much as others. We initially had the problem of certain group members not actively participating and learned that we would have to reach out to them so that it was fair to everyone. After doing so, everyone actively contributed and we were able to work as a group to get the project done.

Future Work

Because there are so many different games that could be implemented on C++, future work could include adding multiple games to our code. These extra games could include chess, checkers, hangman, tic-tac-toe, etc. This way the user would be able to select the game of their choice from a given list (instead of just having the option of Sudoku).