Post-Project Reflection, Charlie Huang

Overall, the project went pretty well. We accomplished most of what we originally aimed to do, and the program itself is nice and neat. Things that went well: Patrick was really efficient and did his parts really well. I did solve a bunch of basic problems for him, but the fact was that his code could run on its own and had no outright flaws to fix. Pretty much everything I asked him to code worked very well. Also, I found that I am much better at fixing other people’s code than my own code. Things that did not go well: Writing Minimax. I apparently have the debugging capabilities of sugar water, as I spent 2 weeks looking for just 2 lines of code that screwed everything up. Networking also did not go well. I tried to put in, didn’t work, and couldn’t fully figure out how. Patrick figured it out in a few days. I feel really stupid that I didn’t use more creative solutions to solve my problem rather than resting my face against a keyboard.

I felt that overall, next time I should be more proactive rather than reactive in my work, as well as not putting everything off to the end. I also should have a lot more patience when I look at something. Also, barfing code is quick, but fixing such code is very slow. I know I should have learned this earlier, but bad coding habits die hard.