# **Unit 6 Reflection**

Date: May 25, 2016

To: Mr. Fulk

From: Austin Cheng

Subject: “zMine” Project Reflection

**Accomplishments.** I made the displayer, listener, world and GUI. Also, I debugged the entire program. I have successfully added sprites to the game.

**Learning Experience**. There were a lot of bugs since some objects didn’t interact with other objects as intended. The trap tiles sometimes didn’t work when the player went on it. Also, there was an attack animation bug where the enemy attacked the player twice but the animation stayed in place. In the future, it might be easier to plan even the basic of methods, thereby decreasing the amount of possible bugs.

**Objectives**. Creating the player in the game to mine gold and silver, bomb enemies and tiles, and exist. The world took a considerable amount of time and I struggled in making it from scratch. Most of the GUI I made worked considerably well and didn’t break as often as I expected.

* Challenge I challenged myself to design the GUI for the game.
* Effort On a scale of 1-10, 10
* Quality I made the game pretty
* Problem Solving I looked online for solutions or experimented with the code
* Results Very 10/10
* Teamwork Proactive; self-motivated

**Overall Assessment**

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I am carry.