# Unit 6 Reflection

Date: May 1, 2016

To: {Project Manager (Teacher)}

From: Bryan Wu

Subject: “zMine” Project Reflection

**Accomplishments.** I was the Group Leader for our project and I completed the Project Specifications, Project Plan and Status Reports. I also created the Junit test, generated the code documentation and helped write the following classes: *Character*, *Enemy*, *GoldTile*, *Player*, *Tile* and *TrapTile*.

**Learning Experience**. The importance of coordinating with team members to streamline the program design process. I have learned to check in with my team members as much as possible during the coding process to make sure that dependent classes work accordingly. And I really want to mention how this project has sparked an interest in some libgdx self-teaching over the summer.

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

On a scale of 1-5…

* Challenge (3) I do not think I challenged myself enough because I didn’t implement much new Java material from this project.
* Effort (4) I put in effort with the objective of getting things done, for example, I always tried to finish my code according to my team’s planned schedule.
* Quality (4) I worked with efficiency as a top priority for coding.
* Problem Solving (4) Whenever I needed help, I would check with my team members, the teacher, Google or do some experimenting of my own.
* Results (4) Some parts of the code are clunky in that we have superfluous code stubs. However, the end product appears to have clean graphics and functionalities. Also, the sprites look cute.
* Teamwork (4) Encouraged team members to plan ahead, be on schedule and to be on task for the final submission.

**Overall Assessment** B

I do not think I worked as hard as I could on zMine because I had a couple other final projects to finish alongside the APCS.