# **Unit 6 Reflection**

Date: May 25, 2016

To: Mr. Fulk

From: Connor Jeng

Subject: “zMine” Project Reflection

**Accomplishments.** I made parts of the world and some its interactions, made the enemy class, and worked on parts of the gui as well.

**Learning Experience**. Definitely make a more solid plan on how each object should interact with each other. Don’t use dropbox when coding together. It’s better to copy paste each other code into a final folder, that way there won’t be accidental deleting of code and unnessecary stress.

**Objectives**. My enemy class did the job is was to suppose to do - kill the enemy. What I could have done was made the enemies harder to kill and stronger. It’s interactions with tiles and the walls could have been smarter; such as, dying to trap tiles and never ramming into walls.

* Challenge Beyond my limits considering I have no affinity for computer science and struggled with the subject all year long
* Effort On a scale of 1-10, probably a 7
* Quality Some parts of my code was condensed from 200 lines to 50 lines.
* Problem Solving Anytime I didn’t understand something I used google or asked my brother for help
* Results Very useful. I’d rate the help 8/10
* Teamwork Not useful when it came to code that I didn’t write or modify

**Overall Assessment** C. Because I don’t deserve the partners that I had for this project - they carried me.