

# Write-Up

Stock Broker

OOP 3-Day Project (Module O - 2B)

CW3 Stephen L. Bard

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## 1. Project Summary

- a. This write-up is designed to document challenges, successes, and lessons learned while completing the Dungeon Dudes project.

## 2. Challenges

- a. To date, I have not had much experience falling in on an existing project with this much code. We have had multiple projects that had starter code but this project differs in two main ways. First, as a collaborative project, we obviously could not change any of the provided code. In the past, the starter code was there to be helpful and we could alter it if needed. Second, we have not had a project (especially object-oriented) that was this complex.
- b. As stated, the code was more complex than anything that I had seen in the past. The challenge was simply understanding what the code was doing and how to properly interact with it while developing my assigned classes.
- c. Not knowing what our specific assignment was over the weekend made it impractical to lean forward and design before Monday. This made me feel behind schedule for the entirety of the project.
- d. Implementing all of the logic for each undead sub-type was challenging for me. I feel that I did not utilize the object-oriented nature of this project to the maximum. I felt like I just needed to “make it work”.

## 3. Successes

- a. Even with the challenges, I feel that I succeeded in learning object-oriented concepts.
- b. Being exposed to a complex code base that we are expected to be able to read and understand and being able to integrate our specific modules was a success in my mind. Considering that this is in-line with what we would see in our future jobs, I want more iterations in doing that.

## 4. Lessons Learned

- a. Git management is important. I learned that good collaboration with the team can and will go a long way in the overall success of a project.
- b. It is not really a lesson learned, but it was definitely reinforced that sometimes I have to work outside of class hours to avoid feeling rushed and stressed out during the course of a project.
- c. I prefer to run pycodestyle early and often so that errors do not pile up over time.
- d. Running pylint from the command line is very helpful to point out small mistakes made. In short, use the tools available in order to produce a better product.