07.07 Post Mortem Review & Analysis

Analysis Questions:

1. How did your Module Project help you extend the media computing concepts learned in this lesson?
   1. It helped to understand classes, methods and loops to make my programs shorter and more efficient.
2. What did you like the most about your Module Project? What did you like the least?
   1. I loved that I could add a bit more fun just by adding in the interactivity element. But I felt that there could be more done. For example, I can’t restart the maze or go back to fix a mistake.
3. What question(s) of your own did you answer while writing this program?
   1. How do I tell the user where to move? So I just left specific distances in the comments section.
4. What unanswered question(s) do you have after writing this program?
   1. How can I make it so that the user can go back?

Describe the main point of this assignment:

The main point of the project was to review everything that I learned and apply it to one project.

Discuss how this assignment relates to a real-life situation:

In the real life you need interaction for a game. Take pac-man as an example. The player controls the character with a stick.

Reflect on your growth as a programmer:

I went from knowing nothing at all to being a programmer who knows object oriented and procedural programming. I know more sophisticated programming now.

Describe the biggest problem encountered and how it was fixed:

The biggest problem for me was remembering my methods from 07.01. I had forgotten some of my turtle class methods. So I went back for a refresher.

Describe at least one thing that will be done differently in the future:

In the future, I will use more classes and integrate more of what I learned into my project. In this mod project I felt that I lacked classes.

Suggest how this assignment can be extended:

I should have added more classes and loops to make the program more sophisticated.