

CS132 Final Project Reflection

The demo code from Canvas were very helpful to me. El's office hours and on- and offline help in general were all super useful and always pointed me in a very good direction.

Unsuccessful implementations:

- Obstacle count decrease as character jumps over obstacle as opposed to when obstacle is generated, I tried a timer that checks the coordinates of the avatar against each obstacle but always ran into algorithm design issues that wouldn't have the reaction as I want (now thinking back though since I made all background move at the same l/w per second I can just setTimeout for a calculated period of time)
- User email friend requests / friend request in general: I didn't have enough time :(
- [User messaging](#): Not enough time :(
- Multi-player mode: Not enough time, but I knew it would take more time than I had to begin with, so it's fine.

In the future, I wish to implement:

- I have a very problematic style issue in my code which is that I was using throw Error as a way to display message since I ran out of frontend-energy ToT... I definitely would like to fix that
- Fix error handling (sometimes it's a little funny for cases I didn't account for)
- The above-mentioned features with a library for sending email/friend request
- Pause game feature, game timer feature maybe (only useful for obstacle-rate=0)

- Encrypt passwords using a database

I actually completely missed the check-point because somehow I forgot about its date, but I think it would've been very helpful for my pacing. I definitely started late and burnt myself out a little bit. I definitely appreciated how the proposal required us to have the frontend running, it made the process afterwards so much less stressful.

What I enjoyed the most about this project is learning how to use cookies, every time I learn something new about backend web dev I feel so cool. This was also the reason I really really liked CP4.

I didn't work with a partner, but something El said that stuck with me for the latter part of my FP was we need BOTH frontend and backend validation, which I assumed would've been very important when sharing a backend with another student.

Overall, I'm proud of what I have built, but definitely feel like there's too much I wanted to do since it's kind of a game where there can be infinite features implemented to better it unlike CP4.