**CSE 310 – Applied Programming**

**W14-Prove: Create Individual Project Report**

|  |  |
| --- | --- |
| **Name:** | Elijah Harrison |
| **Date:** | 14 April 2021 |
| **Teacher:** | Macbeth |

1. Provide an assessment of the contribution and participation of each member of your team (including yourself). This is a confidential assessment that is used to adjust grades for each individual.

|  |  |  |
| --- | --- | --- |
| **Team Member Name**  (list everyone including yourself) | **Ranking – Answer 1 to 4 where contribution and participation was:**  **1 = … little or none**  **2 = … less than others on the team**  **3 = … equal to others on the team**  **4 = … more than others on the team** | **Comments**  (provide an explanation of your assessment) |
| Dan | 3 | Was the main guy behind pretty much everything with code. Was helped by me, since I know the Unity API. Helped everyone else, since he took charge of/basically supervised everything involving the code. |
| Eli | 3 | Was the main guy working on the breeding logic, was helped by others. Put lots of time into the project. |
| Nick | 3 | Took charge of working with the Database, got that done very quickly, which was nice because it was all pretty much ready before the time we could integrate it. |
| Josh | 3 | Our leader. Helped with pretty much everything, especially the breeding and the database. He always made sure the team reports, the readme’s, and every little housekeeping item was taken care of. |
| Elijah (myself) | 3 | Was the main guy working on the visuals, with help from others. I also helped everyone with Unity, I have prior experience with it. |

It was hard to give anybody a 4. We were all so passionate about the project that we all put lots and lots of hours into this.

1. As you have worked individually and as part of team to learn new things and implement various software projects for your Personal Software Portfolio, how have your technical skills improved?

I guess I’ve never worked on something I actually cared about with a team. This project was amazing, because we all tapped into a passion for something, but we were able to try to learn to work together as a team for it. I learned how to ask for help and delegate/specialize myself and with others. I also learned how frustrating it can be when somebody did strange things with their code just to make it their own style. (When working with the Unity API this caused lots of problems) All in all, it was a very needed experience for me and for my team.

1. Identify at least one project you did in this course that you want to continue to improve after this course. What is your next step?

Gameplay logic. It never really reached our ultimate expectations, that is, being a game we would be able to sit down, relax, and enjoy. Like a fun phone game, for example. It wasn’t flashy, and it wasn’t strictly functional as far as being a clear, straightforward, unique spinoff of chess. However, I am beyond amazed at how easily we were able to implement actual chess, and a fully programmatic implementation at that.

1. Look back at the Learning Skills survey and goal you wrote in the Course Plan from the first week. How have your learning skills improved? What do you want to work on next to improve your ability to learn?

Being diligent and an effective time-user. I realize now that my anxiety/crippling perfectionism went up every time I tried to get better at this XD. However, I feel like if I’m passionate about something, it helps with that. I feel like this class was a great chance to exercise this. I feel like I have a long ways to go.