

Thomas Hull Personal Reflection For Group No.2

During the first meeting of the group I was elected the role of deputy project leader. I also expressed my interest in being more involved in coding rather than documentation or quality control. As such I was tasked with researching Java servlets.

While researching servlets I recommended using GlassFish and after discussion with the group we adopted this. Once the platform had been chosen I started some spike work, completing tutorials and experimenting with GlassFish's capabilities. While doing this I ended up using ObjectDB database system and we ended up using it the final implementation of the project.

With my familiarity with the platforms we were using I was able to help with designing at meetings, I helped map out the class diagram and what database entries we would need. I also provided advice on how to use the database and GlassFish. To this end I also created a short instruction set for the use of the database.

When we were ready to start implementation I was involved in a lot of coding. I created the structure for our user entity and created the registration and log in facilities for the prototype demonstration, including all the data validation checks on user input.

After the prototype was completed I created the facility for displaying a users monsters. It was at this point I hit a bug where I was receiving null pointers when retrieving ArrayLists from the database. At that stage I could not find the source of the bug and simply made work around and forgot about it. Unfortunately at a later stage Szymon hit the same problem while implementing friends and after a long time we found that the problem was ObjectDB itself. We tried updating to the latest version however the problem persisted. At this stage we were mid coding week and unable to retrieve any ArrayLists from the database using queries. For this I created a work around using a find function however this was not as effective as using queries. With Szymons help I then finished the friends requirements.

I was also responsible for taking David's fighting algorithm and implementing it in the program and worked with David to implement breeding and selling. As part of the coding team I was present for all