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Oregon Trail Reflection

When I first learned about the Oregon Trail project, I was very excited to know that we would have more freedom with respect to how to build our game and every step of the way, as opposed to previous projects in which we had step by step instructions and guidelines. At the same time, I knew this was going to be a more challenging project that was going to demand a lot of time and effort to get done. To prepare for the project I planned to work on advance so I wouldn't have to code for several straight hours as I did in some previous projects. I read the write-up of the project a week before the first deadline and planned out how I was going to manage my time for this project. I was going to follow the deadline for the Code Skeleton and work on the rest during Thanksgiving and the following week. The first part of my plan worked, but the second fell apart.

I committed to finishing the Code Skeleton on time to receive credit and work on advance to make sure I would finish the project in time. Meeting with a TA was very helpful to clarify any doubts I had and to make sure my project was on the right track. The Code Skeleton was a very good start for the project and very useful, onde it was the base of the whole project and the starting point. From that point on, my plan fell apart and I didn't work on the project during the break and when I got back, I had a very draining week with a midterm and projects due, hence, I barely had time to work on the Oregon Trail. Now, at the very last minute, I know I could've done so much better and get a better grade. Because I didn't manage my time well, I wasn't able to finish the project, but hopefully, I will by the time of the interview.

I could've done better if I managed my time better and followed the plan I had set out for this project before the break. If I had sat down and focused a couple of hours a day, I would've probably had a more efficient and complete game. Something else that could've been different is if I used resources for help when I was having trouble with any part of the code.

Even though I was not able to finish the project on time, and at any point I had to turn back and restructure the classes and ideas, I can see how some things might've caused a problem

in the future. Have a class for the misfortunes sounded like a good idea at first, but reading further on the document, the raider attacks, puzzles, and milestone would either call for the creation of more classes, or i would have to find a way to fit those actions in the already existing classes. Other than that I believe the project would have run smoothly thanks to the Code Skeleton done in advance setting out the classes ahead of time and organizing the structure of the game.