

Alex Soo SDD Personal reflection

In our assessment, due to our group having 3 members I decided to allow Finn and Callum to focus their attention on the main code of the project and I chose to focus my attention on the theory and aesthetics of the game. This was due to me having less experience using object-oriented coding compared to Finn and Callum and therefore me completing the theory and aesthetics meant that Finn and Callum would be able to focus entirely on the game and produce the best that they are capable of.

My contribution to the code was to bug check it as they made it as I would be able to find errors that they might overlook and ensure that no major bugs slipped through. I believe that my lack of experience with object-oriented code meant that I was not able to fully contribute everything that I was able to the project and instead forced me to take a back seat and apply myself where I was competent and reduce the workload of Finn and Callum.

While I was not able to help as much as I would have liked with the creation of the main game I believe that I was able to effectively apply myself to the other parts of the project and ultimately raising the overall quality through my contributions to the group.