Jacob Ojennus

Final Summary

What strengths did I bring to the team?

I feel that I was very good at conceptualizing and abstracting in this project, and I played a large part in the structure and direction of this project. I was the one who came up with the fantasy spin on the project, came up with all the types of denizens and what they do, and how they would interact with other denizens and move through the districts. I also had a lot of input on what data structures might be the best for any individual task.

What am I most proud of in this project?

I am really proud of the scope of the project and the way all of the people interact with each other. With the large scope of our project, we didn’t quite get everything working at the date of presentation, but I still think that what we did accomplish was impressive given the time allotted and how often we were all able to meet. All species of our Denizen class interacted with each other the way they were supposed to, our data output gave us exactly the information we wanted it to, and we only encountered a major stumbling block near the end.

What would I do differently?

I would have tackled the order that we completed classes differently. I feel that the way we went about everything was maybe a little backward, and I think our stumbling block near the end was evidence of that. We ran into trouble integrating denizen and district into city, but that probably wouldn’t have happened if we worked on city before district and district before denizen. That said, We worked on classes in order to most complex to least complex, and I don’t think we could have really anticipated the weird troubles we ran into near the end.

How would you survive a zombie apocalypse now that you’ve done this project?

Given the setting of our particular project, I would probably want to be somewhere near the center of the city where all of the knights, wizards and clerics are.