

Reflection

Learning outcomes

- Using an external library to achieve certain functionality such as SDL
- Organise the code structure by using folders for source codes and headers
- Using unit testing with `unity`
- Generating code graphs
- Extensive documentation
- Deeply modular programming
- Properly using markdown
- The use of git version control
- More depth on using `cmake`
- Using an IDE such as visual studio code
- Learning about cell automation

The project definitely had some pros such as having a lot of learning outcomes. Not to mention that this project was the most interesting compared to other options since it involved using a new library in addition to a new concept which is cell automation. On the other hand the project needed a lot of research about using SDL and about the topic of cell automation. Thus the project did have some drawbacks as of being more time consuming due to the research rather than the actual development. The project also helped me become more independent when it comes to the development of software.

To conclude the project was definitely challenging and interesting to make as the learning outcomes will definitely help improve my skills as a programmer.