Unit 6 Reflection

Date: May 26, 2020
To: Mr. Kwong
From: Lucas Liang

Subject: "Hunt for the Wombat" Project Reflection

Accomplishments. Coder on the project who wrote the display, goomba, and mushroom classes. Partners took turns writing status reports and I layed out project specifications and design for our game.

Learning Experience. Deciding on the format of the object-oriented design and class structure was much more challenging than I thought. Both partners had to be on the same page with class inheritance and the function of certain objects, and given the conditions, it was hard to collaborate simultaneously. Time management was essential to meet deadlines and proper delegation of roles was necessary.

Objectives. {Evaluate your performance. Describe how your performance aligns with each of the performance objectives (refer to 06_moe_performance_objectives.doc). Give supporting details and examples to justify your grade.}

- Challenge {To what degree of difficulty did you challenge yourself?}
    - We had no introduction or prior knowledge on how to do anything, and we had to learn the classes used by ourselves. Implementing a GUI with an action listener was a new experience and definitely challenging.
- Effort {How hard did you work?}
    - The group set certain goals and deadlines and we worked hard to meet them. This kept us on pace.
- Quality {How well did you do your work?}
    - I did my work well. I was responsible with the tasks I was assigned and work efficiently with my partner to do the project.
- Problem Solving {How resourceful were you?}
    - We had to learn many of the elements of the project ourselves, so finding helpful explanations on the internet was essential. Whenever I had a question, I would either ask my partner for guidance or look online.
- Results {How useful were the results of your efforts?}
    - It was very useful! We coded a Mario mini-game, something I never thought I'd be able to do coming into JAVA this year.
- Teamwork {What kind of team player were you?}
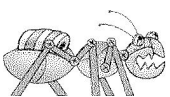
- o I was the project facilitator. I set deadlines for when certain classes had to be written and when we had to implement certain game elements (player, movement, graphics).

Overall Assessment B+: My partner gave me direction on the way to code game objects and helped me understand how to use action listener, swing, images, etc.