Monkey Barrel

Unit 6 Reflection

Date: May 26, 2020
To: Mark Kwong
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Subject: "MarioMiniGame" Project Reflection

Accomplishments. I was a coder for our project and my role was primarily figuring out how the Swing class worked and be able to carry that over to Lucas so we can both develop the game.

Learning Experience. I think the most valuable thing learned was how to actually program keyboard mouse input games! Before this, I heavily grew up playing video games. I always had this constant thought of how people turned lines of code into what I'm playing now. After figuring out the swing class, I'm confident in coding games like this and it definitely gave me confidence for more ambitious ideas in the future.

Objectives.
- Challenge {To what degree of difficulty did you challenge yourself?}
    - I think we had a great degree of challenge to begin with. Learning from scratch and just simple tutorials on how to program a GUI keyboard controllable game that updates player movement smoothly was definitely an accomplishment.
- Effort {How hard did you work?}
    - I worked hard. Both group members set and met deadlines and requirements for the project. Overall the code production went smoothly and nothing was rushed.
- Quality {How well did you do your work?}
    - I think we did a great job in the quality of our project. We examined issues within our code like bugs and glitches and figured out the source of these problems. A lot of bugs that were originally there were all solved. It's hard to even find one at this point.
- Problem Solving {How resourceful were you?}
    - I think we were very resourceful. To start learning the swing class, we watched tutorials on youtube on how to setup games within swing. Along with that, a lot of the errors we were running into had numerous solutions on stackoverflow. We took advantage of all of these which allowed us to get a smooth development of the game.
- Results {How useful were the results of your efforts?}

- o The results were great. I was surprised we managed to even pull off a minimal-lag keyboard controlled game. Something like this would seem ambitious to achieve but after learning the swing class, it was just like any other unit within the year where we mastered and wrote programs of classes we just learned.
- Teamwork {What kind of team player were you?}
    - o I gave the directions and had the general idea of where we wanted to head doing this project.

Overall Assessment {Give yourself an overall letter grade with an explanation.}

I feel I deserve an A because this project to begin with was very ambitious. Learning an entire class that was the core of our entire project took up well over half the time spent on this project. Along with that, just looking at the results of the game I think that it shows how well our understanding of the Swing class developed. After completing this, I can say I'm really comfortable in coding any 2D game. This final project probably impacted my java familiarity the most out of anything we did this year.