Individual Write Up

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As the only member of my group, I did all the work. I learned some problem solving, debugging techniques, and time management skills. The time management skills were probably where I learned the most because I probably could have managed my time better, and this project showed me that that was the case. The challenge that I enjoyed overcoming the most was setting up the different classes that I used because it was a challenge to decide what classes should do what, and it was also a challenge to figure out where I should put the implementation of certain aspects of the yahtzee game. The most annoying problem was that I had my seed for rand in the wrong place. I had put it in my dice class and I implemented a dice object inside a loop, so my seed didn’t function properly. This was annoying because it was such a simple fix, but I couldn’t tell why it wasn’t working for way too long because the code was nested deeper than where I was looking. On another project I would manage my time better, and maybe try and push further to try and do something more interesting than yahtzee.