Date: May 28, 2018  
To: Mr. Peck  
From: Michael Mao  
  
Subject: “Lawn Mower Simulator 2018” Project Reflection  
  
Accomplishments  
 I did the JUnit testing and Test Plan, coded LawnMap, added some methods to the other classes, worked on keylistener, and contributed to Functional Specification, Status Reports, and the slideshow. Since I was the least experienced at coding in our group, my partners were the ones who figured out most of the design.

Learning Experience

I learned a lot from doing the Lawn Mower Simulator 2018 project. First of all, I learned how difficult it was to create a simple game. It took a month for three people to create Lawn Mower Simulator 2018, and it must take a ridiculous amount of time to create more advanced games. I gained a lot of experience in coding, especially in more advanced coding that is not part of APCS, and in the nuts and bolts of GitHub. The most important thing I learned is to be resourceful when coding. By using SafeTrade as a guide, we were able to figure out how to make our own graphics and JUnitTest and save a lot of time.

Objectives:  
Challenge

Since APCS is the first class I have done serious coding in, I still had a lot to learn in order to work on the project effectively. It was especially challenging for me to understand all of the code necessary for GUI because it was not part of the APCS curriculum. I challenged myself to do finish all of my tasks with a high level of quality despite the difficulties I faced.

Effort

I worked hard on most days, but our Github would constantly have problems that slowed everyone down. Because I never used Github before, I also had to be walked through everything at the beginning instead of coding. I worked hard to make the JUnitTest and Test Plan very extensive; the JUnitTest is almost four hundred lines long.

Quality

All of the work I’ve done is top quality. In the JUnitTest, I used over a hundred “assert” methods so when the test was run, every error would be pinpointed to an exact bug. The test itself is almost 400 lines long, and the Test Plan I worked on is four pages long. The LawnMap is also perfectly functional, and the presentation/functional specs look good.

Problem Solving

I was very resourceful when coding the JUnitTest because I used a previous lab’s JUnitTest as a guide to help me figure out how it worked. In general, our group was very resourceful because we based our GUI on SafeTrade.

Results

The results I produced are essential to our project because without LawnMap our project would not even run. The testing (JUnitTest and also gameplay testing) I did was also important for finding and fixing various bugs and issues with our code. It took me many extra hours of work at home to reach these results, and

Teamwork  
 Because I am the least experienced at coding, for the most part, I followed my partners' directions because they knew what they were doing. I did give recommendations/requests for adding functionality to various parts of our project.

Overall Assessment

I would give myself an overall letter grade of A because I worked hard and put in a lot of my time into this project, and my work was a good portion of the total work needed to complete the project.