Post-Project Reflection: Stanley Wang

Working on this project was an immense task. In the beginning, I had a general idea of how the code would work, but quickly ran into complications during the planning stage due to my lack of knowledge of Java GUI. Learning the basics of GUI was probably my biggest takeaway from the final project. I became acquainted with several of Java’s GUI classes such as JPanel, Button, Layout, ActionListeners and was able to successfully incorporate them into my project. There is definitely room for improvement, however. Our current project’s menu screen serves its purpose but is boring and a bit awkward. In the future, if given more time, I would liven up the menu screen and the level creator option. At the open, the level creator option opens a popup asking the user to enter information about the lawn they would like to create. It would be much more user friendly and efficient to create a GUI for level creator where the user can click and drag objects onto the lawn itself. Throughout the coding process I was writing most of the code for our classes. Part of the reason for this was probably because our project was extremely GUI heavy and our team had no experience with GUI, so we were essentially learning it on the fly. In the future, I think that we should be either be given more time to work on the project so that everyone can catch up on learning GUI or be given GUI instruction prior to the project. Overall, I found the project to be very rewarding, as all the code I wrote was essentially from scratch, with the exception of the popup windows created when the user clicks level select or level creator (I modified a piece of StockExchange’s code for that). It is quite satisfying to be able to create a program and know it inside and out.