Final Reflection

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Contributions:

Our program is formed by a number of methods so we generally divide our parts. Zongyu draws the frame for the game (drawframe and wrongguess methods), the little man being hanged up. Shanxiao focuses on how to import the data (createdata and createword methods), while we choose a data source that contains mostly everyday words so it’s easier for the player to guess the word. Mingrui does the intro and results parts of the program (checking, intro and history methods) to check if the word is right and give the feedback. I take charge of the guessingprocess method that creates different strings and arrays to store all the information and contains the checking part in it. I also do the generateResponse part that would provide a random pick of the question that will be raised to the player for a letter each time.

Grades: I would give 10 out of 10 for each person in the group. It doesn’t take a long time to finish this program due to the great teamwork.

Highlights:

1. In the checking part, ArrayList is the part that we did not cover in the class. This provides a easier way to erase the letters that have been guessed correct by the player so that he does not need to guess the same letter anymore.
2. We carefully chose the source to be imported. While first importing Oxford dictionary, we found over 90% of the words unacquainted. This would eliminate the meaning of a guess word game, for the user should be able to guess the letters according to how the word spells. Instead, we chose another source which contains mostly the words that we use every day and know of.
3. We have only learnt “break” out of the program in our class, but there’s a way of using break statement that we can realize break the program to a certain point and run the following part again.

Plans: The little man hanged in our program is absolutely cute, but not so aesthetic. Abstract Window Toolkit will probably allow us to draw better pictures but we failed to figure out how to use that unfortunately.

Learnings: For such a big program, it’s a lot easier to separate it into smaller methods especially when we are working in groups. In this way, everyone can focus on his or her own parts and try to make it perfect. However, the final process of putting all parts together is not easy, because there are many places that connect one method to another that can be very likely to go wrong. Throughout the semester, most of our programming assignments focus on the function of the program, but this is a game that most people have played in their childhood. For the first time I found although I started learning programming for only three months, there are interesting things we can do to let others enjoy it. Group work is also important. I may be able to finish the program by myself, but will absolutely take much longer time and there will be some bugs that I can hardly find by myself. Overall it’s a pleasant experience to do this final project.