Jonathan Phouminh

CS1200

1pm Lecture

December 10th, 2017

<u>Reflection Paper</u>

After completing the final project, *The Oregon Trail*, I feel that overall it was a very

successful product even though some pieces of the game were missing. I worked with another

colleague and felt that it immensely helped me finish the project not just because we could divide

out the work, but because it let me bounce my ideas off and receive feedback on what would

work better. Also, I honestly felt that working with a partner for this particular was especially

helpful because working with a partner motivates me to put out my best work because their grade

is also dependant on my performance. From the beginning we mainly planned out the project by

determining the basic needs of the games such as the different functions and deciding if we

should global variables or not. We did end up writing the basic code skeleton before fall break so

we can have a general idea of how much we'd work we'd have ahead of us. I felt that the code

skeleton was very helpful because it provided the general outline of every function we were to

have and also gave us an idea of how much time we'd actually have to spend on this project,

which turned out to be a lot. So, once fall break came around my partner and I decided to break

down the project by splitting up the bigger functions and then coming back together after fall

break to finalize each function and to make sure that all of our variables had the same name. In

the end, the project was very successful as we only missed five points total from our grade.

Reflecting on how are progress went I feel that there were things that I could have personally worked on myself and also how my partner and I worked together also. I felt that for myself I could have honestly spent more time working on the project during break because it would have made my life a lot easier if I got it done than and also when my partner and I were working together we could have spent a little more time working whenever we had time to meet. We didn't have any major setbacks as far as the entire project went, but a minor one would be when we came back together after break and tried to compile everything together at once. It was a minor setback because once we put all of our functions together, a lot of errors posted and it took us a little while to fix all the variable names and indentation errors. I believe that the project went fairly smoothly because of how much contact me and my partner had outside of class and the constant communication when one of us would make changes to the final code and also if we found any semantic errors. In conclusion, although the final project was by far the longest code I have been apart of writing, it went fairly smooth and in the end was a very enjoyable experience.