# Unit 6 Reflection

Date: May 26, 2020

To: Mr. Fulk

From: Raeed Azom

Subject: “Dungeon Crawler” Project Reflection

**Accomplishments.** My main focus in this project was GUI, but I also assisted in the core mechanics of the game. I specifically implemented the following:

* Creating the main images class used to display all GUI
* Creating frameworks for many classes
* Creating a scalable map making system and an easy way for core mechanics to be implemented
* Brainstorming ideas for implementation and mechanics of game
* Creating animations and utilizing most of the tilesets
* Creating enemy classes and working on entity classes
* Implementing tiles and maps as an easier alternative to the confusing GridBagLayout
* Using threading to make everything run independently
* Connecting the project to github for easier collaboration

**Learning Experience**. The four things I learned from this project are the importance of using many objects, the importance of teamwork, GUI, and threading. These all helped me and my partner create a functional game that still had some cool aspects.

**Objectives**. My main objectives were to create a game that had a combat system, and do it in a style that was nice to see. My partner helped me learn how to use tilesets to design a map. This really helped the production value because I thought we would have to do a text-based game.

* Challenge: I challenged myself to learn new concepts and work with a partner, two things I was never really good at.
* Effort: I put in way more effort than I thought I would, mostly because this turned out to be super fun. I spent a lot more time doing work and research because of this.
* Quality I think that my work was really good during the beginning, as a lot of the code is easy to read and very functional. As the time crunch became worse though, my work also became worse and hard to read. If i was given more time, I would definitely spend some time cleaning everything up.
* Problem Solving: I was able to make use of a multitude of resources for this project, including my partner, my parents, and the Internet. I also figured out how to implement complex ideas by using trial, error, and debugging! (Lots and lots of debugging)
* Results My efforts were useful to create a solid base for core mechanics and gui implementation. I also got to see the development process of a game and show it to my family and partner, who helped me throughout it.
* Teamwork I did way better with communication than I thought I would, and I was able to effectively use github to increase collaboration. Me and my partner were able to work together without too many hitches, and we constantly bounced ideas off of one another, especially at the start.

**Overall Assessment** I would give myself a 90 on this project for a few key reasons. I spent a lot of time on this project, and I learned many new concepts, such as gui and threading. I also played a major role in this project, creating a lot of the foundation and contributing to the brainstorming process. I had never done gui before, and I did pretty decent considering. The reason I removed some points is because I slacked off near the end, when I should have been pushing harder. I also did not take a lot of initiative in paperwork and design graphs.