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CSCI 1300 - 107 // Andrew Altomare

1. How did you prepare for the Project?

I had a hard time preparing and starting the project. First I drew a diagram of what classes I should use and how to connect those classes. However, when I was coding the classes, I had some major trouble that I had to start over two times because it was just not organized. When I first started this project, I tried to do all the classes first and then compiling, but I was getting too many errors. So I had to start over and compile one class by one class and eventually I was able to have progress.

2. Did you write a Code Skeleton? Was it useful? How?

The code skeleton definitely helped me realize that the more classes I have, the easier the whole project will be so I was thinking four classes because it was the minimum requirement. After I did the Code Skeleton, I noticed that I needed more classes for simplicity.

3. Reflect on how you could have done better, or how you could have completed the project faster or more efficiently.

Draw out the whole project and make sure the code runs every progress. Because I didn't do that it took me a long time and had to start over twice. With current progress, I thought I need to work on more on edge cases. In addition, I felt like I had to be more organized when it comes to big project, figuring out the big pictures first and getting down to detail.

4. Write a paragraph answering the following question, in the context of the

Project in CSCI 1300:

Did you have any false starts, or begin down a path only to have to turn back when figuring out the strategy/algorithm for your Final Project program? Describe in detail what happened, for example, what specific decision led you to the false starts, or, if not, why do you think your work had progressed so smoothly, and give a specific example.

Like what I mentioned before, if I was more organized and figured out the big pictures of this project, I wouldn't have started over to get a fresh start. Because of that I was not able to finish the project on time. I had some good progress but it was towards the end. I was getting mixed up with other classes like for example, there were some duplicated functions in player and OregonTrail class because I didn't plan it well, so these errors kept making me start over. I had to make an outline for this project to since you have to combined it with many different classes. This method helped me getting it this far and now I know what to do if there are another big projects coming through.