Reflection (Kelvin Lim Wan 929715):

While designing the program's decision-making, I assigned scores to the characteristics which I deem should contribute to the decision (the characteristics left out all hold a score of 0).

I decided to only assign a fairly high score to animals that are pets, since I believe that wild animals are less desirable and helpful to society as compared to pets, who hold a very dear place in their owner's life, and humans. Babies, children and pregnant women were given a high score since they have the highest life expectancy (referring to future newborns in the case of pregnant women) and have lived too little to deserve a sudden innocent death. Further, I did not assign a score to the human characteristics that I deem are relatively less valuable; some examples of those characteristics are criminals, because they are detrimental to the wellbeing of others, and seniors, because they have a much lower life expectancy than younger people.

I also considered the passenger and pedestrian count as a major contributor to the decision. However, say, there are two children in the car and ten dogs crossing the road, the algorithm might make the "bad" decision (personal opinion) to save the pedestrians because they outnumber the passengers significantly.

I believe that, as a programmer, one should always try to make the most ethical decision; he/she should filter out their emotions and personal preferences, and take a step back to gain some perspective, prior to decision-making.