# Unit 6 Reflection

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To: Mr. Peck

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Subject: Tron Project Reflection

**Accomplishments.** I feel that I have been an integral member of the team. I helped lead many of the design aspects of the code and create an overall class structure which Kevin used make our first prototype. After the first prototype was created, I added many graphical improvements, a scoring system, and various added functionalities. I also helped finish the latter half of the AI Algorithms which help them make smart decisions when turning or when faced with an opponent wall. I have also contributed by writing the JUnit code for AI, and both the networking classes. Finally I feel that my biggest contribution was structuring and writing the networking classes, which is a core element in our game.

**Learning Experience**. The biggest learning experience with the code was the networking aspect. I learned how to implement Socket, and Sever Socket efficiently in order to create a full speed game. Because most code projects already have a structured architecture the final project provided an opportunity for the first time to design and implement our own overall class structure

**Objectives**. s seen from my accomplishments I feel that I have tackled some of the hardest aspects of the code, such as designing an efficient overall structure, and networking. Because I was successfully able to carry all this out and learn something when I didn’t know it. By the end of it I was able to create an efficient and cleanly structured code.

* Challenge Very high. I decided to take on the networking aspect of the project although I had no prior experience
* Effort I feel I have based effort inside and outside of the code. My direct contributions to the code can be seen through the large amount of tasks I was willing to take and complete with quality. My contributions outside the code can be seen through the overall design and leading the team into meeting and dividing up tasks
* Quality I feel that I have taken the initiative to perfect many aspects of the code in order to make it as efficient as possible
* Problem Solving I was fairly resourceful. I used Google on many instances and the debugger a few times. If I could redo the project I would try to utilize the debugger much more.
* Results I feel that overall my contributions were solid and provided much of the basis for the initial prototype and any additional code. I was also able to create a solid networking structure. Outside of code, I was able to lead our team in finishing tasks in a timely and orderly fashion.
* Teamwork I feel that I have been to lead the team in regards to dividing the work up efficiently. One big problem was that I consistently assigned myself the harder challenges because I was afraid my teammates would not be able to complete them. Because of this I ended up doing all of networking and a solid chunk of AI. If I had the opportunity to try again I would try and divide up the harder tasks such as networking

**Overall Assessment** Because of my contributions to the code ranging from the initial skeleton, networking, AI, and JUnit I feel that my Accomplishments in the class are definitely strong. I decided to take a learning approach to this project by taking on some of the harder aspects of the code. While that made me a better learner, that also made me a weaker team player because I was unable to trust my team with the harder aspects of the code. I feel that my effort and quality was top notch and problem solving was great but could definitely be improved with better approaches. The final product met the requirements of complexity without sacrificing a glitch free and fun product. Therefore I feel that I deserve an A in the project.