# Tron Reflection

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To: George Peck

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Subject: “Tron” Project Reflection

**Accomplishments.**

My main role in our group was to help make the basic structure of our game. I also. Help to improve the game after networking was implemented, and I insured the quality of the game. I worked on the basics of the Display, TronPlayer, and AITron classes, and continuously revised them to make them better.

**Learning Experience**.

I believe the most important lesson from this project was the teamwork aspect. I learned that through constant teamwork we can achieve anything and everything we put our minds too. Also, this was one of the first times I helped to design a program completely from scratch. It helped put everything in perspective

**Objectives**.

* Challenge
  + I challenged myself to try to implement new types of techniques and explore the possibilities of programming. I also pushed myself to achieve beyond what I expected myself to do.
* Effort
  + I worked very hard. Abhiram and I worked long hours and together through our perseverance, we were able to deliver.
* Quality
  + I brought the highest quality to my performance. If the code was not perfect to my standards, I did not stop. I continued until I was able to deliver a high quality product.
* Problem Solving
  + I was very resourceful. If I came across issues, I would attempt to solve the problem myself before asking others for assistance.
* Results
  + The results of my efforts had a huge roll in the overall success of the project. The quality of our work proves that.
* Teamwork
  + I believe that I was a effective team player because I was not only able to contribute my own skills to the group, but I was also able encourage others to do so as well.

**Overall Assessment**

A: I believe that an A grade would be reasonable because of my contributions to the group. My quality and teamwork was essential to the success of the overall project.