# TRON Project Reflection

Date: June 1, 2014

To: Mr. George Peck

From: Rishabh Swarnkar

Subject: TRON Project Reflection

**Accomplishments.**

I worked on the AITronPlayer along with the team, and was the main role in completing status reports, the preliminary and final specifications, and the user manual.

**Learning Experience**.

I truly believed this was the most useful project we did all year, because I had the opportunity to use what we learned as a group and take further knowledge from the outside to develop a full game. I very much appreciate this opportunity, Mr. Peck, as I see the practical uses for our knowledge put to use.

**Objectives**.

* Challenge

This was a challenging task, but I could have definitely tried harder to work on more of the project to get a better feel for how networking or the Display classes work, not just algorithmic programming for the AI.

8.5/10 - Numerical Assessment

* Effort

I did work hard, but my group members worked a bit harder than me, and so they deserve a lot of credit as well.  
9/10 - Numerical Assessment

* Quality

Specifically, I did put in 100% into the work which I did, so I personally feel that I fulfilled my role in this aspect.  
10/10 - Numerical Assessment

* Problem Solving

For the documentation and the project planning, I feel I contributed a significant amount to the group’s success. I do feel, however, I could have done better for the testing.  
9/10 - Numerical Assessment

* Results

I think that the work I did was successful, and paid out to be completed to its fullest.  
10/10 - Numerical Assessment

* Teamwork

Overall, I feel I could have done a better job and provided more help, but I still feel I contributed at least a decent portion of the project.  
9/10 - Numerical Assessment

**Overall Assessment**

I feel that I deserve an A/A- (90-93%) on the project, because I did play my role; however, there were more challenges I could have tackled, more opportunities for me to learn and utilize, and so on. Nevertheless, I do feel this was a valuable experience for both me and my team, and I believe this was quite successful, thanks to a collaborative effort.