Leon Cheng

2015/02/03

On the final project, our process was to complete as much work as possible together in class. We were able to be productive with one person typing and the other providing additional ideas and checking the code. At times, we made changes to the code on our own, especially during weekends or breaks and then each of us would skim the other’s changes to the code. Luckily, we never had a conflict in which we both pushed our code at the same time, partly due to us notifying each other through Facebook if either of us was planning to work on it at home. The only major deviation to this process was that I wrote a large chunk of the code over the winter break because I thought that would be a good use of my time.

I learned significantly from this project. I learned that I shouldn’t be afraid to learn a new language on my own. I finally tried to learn Processing since it aligned well with our graphical idea. Originally, I was very resistant to learning Processing because I imagined the process of learning a new language on my own to be heavily exhausting. But it wasn’t very difficult, partly due to how Processing is very similar to Java. It was much easier than I had anticipated and it was fun to learn a new language at my own pace. I also learned that a second mind can think of very elegant solutions. I was thinking about a problem with our project for several days before my partner came up with a very simple and elegant solution.

In the end, I was satisfied with our project. Our code showed that we spent a lot of time and effort implementing different features into our game. But I was disappointed because our project seemed to be missing a sense of impressiveness or completeness. The game did not have an intricate plotline and the character shapes were very crude. The project missed a sense of completeness that I may have been able to remedy if I had more time with the project. I was happy that we managed to create all the features we did make, but knew the project missed something.

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