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AP Computer Science

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Final Project Reflection

Since the beginning of the semester, Linda and I have already decided that we will be creating a replication of Scrabble for this project. One major reason is because one of her friends has already done this game and we thought that since someone had already paved a way for us, we would have an easier time completing this project. However, we soon discovered many difficulties, one of which was discovering that her friend actually completed the Boggle project. So from that point on, we were on our own.

I completed a variation of the board relatively early in the project, though my work was sent to the drawing because a new and better idea came to the playing field. So, I deleted my arrays of color and hard-coded a 2D array of colors, which redesigned the entire field of GridWorld. This, however, was one of the simplest tasks we had to complete. During the bulk of our project, Linda, who was working with the GUI, got stuck on how to modify and code for the methods we need to make our game work. We continued trying to fix our issues, but at one point I considered the possibility of making a back-up plan so we actually have something functional. So, I dusted off an old program I made during summer that used a drag-and-drop algorithm to move the tiles from one panel to another. I spent a large portion of my time developing this, since Linda hadn’t fixed the problems she faced in GridWorld. However, she broke through the difficulties and both of us focused our efforts to developing Scrubble.

I completed the first version of ScrubbleWorld and help with the development of ScrubblePlayer and ScrubbleGame. I also added a method in WorldFrame, calculateScore, which accepts an arrayList of Locations as a parameter. I faced many challenges with this method because the result is correct on the actual game but the JUnit kept giving me errors. In the end, I had to create a new method in another to compensate for this obstacle. Many times this method returned an incorrect result but with multiple rounds of debugging, I found the error and now it is correct. I also commented on many of the classes that we wrote, which included the instance variables, methods, and pseudo code for the final specification.

In conclusion, this project had been incredibly stressful on both my partner and me. But in the end, we both pulled through to a decent project. I am very proud of Linda for she stuck to the project even when all the odds, including time, was against her. I couldn’t ask for a better partner and I hope she had as much fun as I did.