This project has actually taught me a lot about work ethic. We started out as having a full

five weeks to work on this project, but it very quickly dwindled down to a few days. Looking back,

we should have been serious and stuck to our schedule from day one, instead of coding in a

relaxed manner (talking, joking, laughing). The last few days have been tough, with Angela

coming over to my house every day until 6:00pm. It left little time for homework and other

activities, and it really made me regret not getting more done sooner. There was a plethora of

frustrating moments, too many to count. There were times it seemed like the game would never

get finished. There were times when I wanted to quit and give up. On the bright side, our game

works, and this project was a good experience (though I’m not sure if I want to do this again…).

In addition, Angela and I overestimated our coding abilities in the beginning. We wanted to

be able to have the human player play against a computer player, but we ran out of the time near

the end. We had to cut out the computer player, and put in a timer instead. This takes away the

majority of the complexity of the project, so I was kind of disappointed. I wish that we could have

chosen a suitable project right from the start, so that we would not have to make any

modifications. Learning how to make a timer was a very enlightening experience for me because

I had never been exposed to anything like that before. I used a Thread, which I had heard of

before, but had never actually used. After I finished the timer, I was quite proud of myself for

learning something on my own.

Another positive from this project was understanding how Gridworld worked. I was

already familiar with the program, but I never fully understood its inner workings. After having to

mess around with Gridworld, I have become very intimate with its classes, particularly

GUIController and MenuMaker. I wrote the code for the buttons, their respective methods, the

drop down menu, and the act of putting the tiles on the grid. It was very difficult in the beginning,

because I had to go through all these classes and understand their purposes. It was really quite

a headache, but it was worth it. I now fully understand how to modify Gridworld.

Going back to what I said earlier about the recent suddenly increased workload—I was

surprised at how productive I could be when I really set my mind to it. Last week, I finally realized

how close the project’s deadline was, and how far away from completion the game was. That

made me nervous. I quickly began to work, and accomplished more in a week than I had for the

previous four weeks. I was close to giving up, but after that last burst of productivity, I was

confident that the game could be done. This applies to nonCS

related subjects as well. I am

aware of how cliche this will sound, but this is the main lesson that I came back with: as long as I

put time and effort into something, it can be done.