Answer and submit the following questions to Blackboard.

Place your time estimates here:

Initial estimate of time to complete:  
 Approximate amount of actual time to complete:

Question 1:

* How did your initial estimate of the amount of time you thought it would take you to complete the project compare with the actual amount?
* What part of the assignment gave you the most trouble or took the largest amount of time?

Question 2:

* Compared to your understanding of Classes and objects before completing this assignment, do you feel that this project helped to improve your understanding of those concepts?
* What other classes might you want to create in order to add additional functionality to the game?

Question 3:

* How did you test your project? Did you use any tools like the debugger in order to determine if your code worked correctly or did you manually test everything?

Question 4:

* Did you look at any of the code in the Game class? If so, did you feel you had a basic understanding of what the code was doing?
* What made the code easy or difficult to understand?

Question 5:

* What part of the project did you enjoy more: Writing the code that would enable you to create part of a game, or creating objects that you used to build your adventure?
* Did you find one part more difficult than the other as well? If so, which part and why.