In this project I’ve felt really comfortable doing the first, second and above all, the fourth part. I encountered with many problems in these part, for example the generation of the DFS algorithm, and problems with changing the location of the player. I managed to overcome most of these problems, mostly doing research, I had to ask for help as well for some of the problems.

I felt really frustrated with the third part, I didn’t have pretty clear the concepts and I had a hard time trying to learn them. At the end, with some try and error, I manage to do some things, but I still have a long way to go with Search problems and types of design patterns.

I know that the project isn’t finished and has a lot of bugs, I’m sure I’m not aware of every one of them, but I feel pretty good about the project, despite all the frustration I was able to do a lot of things that I didn’t know I could do.