Date: May 31, 2017

To: Mr. Peck

From: Marcus Pearce

Subject: “Peckman” Project Reflection

**Accomplishments.**

I wrote the Pacworld class, parts of the Pacman class, the abstract Ghost class, individual ghost classes and movements, some testing, and implemented a lot of the images for the other object classes. I was team leader, so I organized each of our respective tasks, made sure things got turned in on time and kept the main working version of the project (we exchanged segments of code through codeshare.io and google drive).

**Learning Experience**.

This project was eye-opening for me as after all of our assignments and labs, we could finally use what we had learned to make something we liked. Even though I had to research some things, it was surprising how much I knew and immensely gratifying as the project slowly materialized. I think the most valuable learning experience of this project would be learning how to work as a team, as the project was too big to tackle alone. Although we had communication problems initially, by the end we were working like a well oiled machine. That is an experience I will take outside of coding and school and apply in my everyday life.

**Objectives**. {Evaluate your performance. Describe how your performance aligns with each of the performance objectives. Give supporting details and examples to justify your grade.}

· Challenge This project was not as easy as I thought it would be - I have a lot more respect for Pacman now than I used to. Learning how to use Greenfoot was challenging, especially when using it to test and create the Ghost algorithms. However, as a team we were able to get through it.

· Effort I spent more time on this project than on any other school project before. For me, I would work on it in my free time because the gratification when something worked was addicting. It became fun rather than work.

· Quality Our game works, so far as we and our friends can tell, flawlessly. Lots of consideration was put into everything: from the movement algorithms to the choices of images. I don’t think we could have made it better.

· Problem Solving In this project, we did things that were not covered over the year in APCS (like how to use a textFile to create a map and how to use Greenfoot). However, using the Greenfoot wiki and stackOverflow I was able to figure everything out.

· Results Our game works well enough and is fun enough that I had to force my brother out of my room to stop playing it. I think that speaks for itself.

· Teamwork I think I was a good team player as I organized what we would do and kept everyone updated on my status. I helped my teammates when they were struggling and did whatever was needed of me.

**Overall Assessment** I think I deserve an A on this project because we followed all the criteria on the rubric. Outside of that, I truly believe Pacman is a fun game and is a challenging project, and our execution of it is worthy of a good grade.