**Self-Evaluation Reversi Project – Max Fyall**

This project was hands down the most challenging and most tedious assignment/project I have had to do as my time as a novice programmer. The main challenges for this project were the complex algorithms that had to be created to follow the rules and principles of the game reversi and getting the grid to be fully functional and match up with user inputs. Errors would occur frequently, and it would sometimes take a few days to get them debugged and fixed. I spent the longest time trying to work out why my grid would not update and why my inputs would not correspond with the grid. This lead to me using the debugger very frequently. This allowed me to pin-point exactly where errors were occurring, go in and fix them and then re-run the program to check if it had fixed it. The debugger was a very big strength throughout the course of this project. I am most proud of the complex algorithms that I have developed for this project as it shows that even though an algorithm may look hard on paper, I can still develop a fully working algorithm that is exactly what is asked for.

If I had focused more time into this project, I would have completed the optional extras on top of the program I have produced. I did not manage to do this because I ran out of time and had to submit what I had done to be in time for the deadline.