

The snake project was very enjoyable and interesting to work on. I worked with Alex Denford on this project, we've worked together before and work very well together and are good at sharing ideas and discussing them. Early on in our project we decided to try out Raknet and use that. I spent a weekend working and trying it out and after enjoying it we decided to use it. We started on the project quite early on and had roughly similar ideas on how to go about making the project. I really enjoyed working on raknet and the networking side of this project and found it challenging sometimes. Alex did some great work and did most of our snake movement system which we had some troubles with, resulting in us re-writing it about 3 times. Overall I'm very happy with the project and the outcome and quality of our finished product. Alex was a great partner to work with as is a hard worker and expects a high quality and well written code which helps me to develop good habits which I appreciate. The project went quite smoothly and we didn't have too many issues aside from movement which was frustrating for quite a long time, and we ended up with a well made high quality networked snake game. I also made the UML diagram while Alex made our TDD.