**2048 Project Reflection**

Date: May 30, 2014

To: Sandeep Raghunandhan {Project Manager}

From: Yash Sinha

Subject: “2048 (3D and 2D)” Project Reflection

**Accomplishments.** On the team, I first designed the abstract Tile class. Next I worked on the Driver class and basic 3D animation. I helped Sandeep with the remaining collision cases. In the end, we had around 90. I also designed the 3D 2048 website and made the whole project runnable without the use of Eclipse, by compiling it into an executable .jar file.

**Learning Experience**. This project was my first experience with any type of 3D programming, so that was definitely a large jump for me. I learned how to work with matrices in order to handle collision cases as well as animation. In addition, I learned how to coordinate large projects such as this with a team (eg. using GitHub).

**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 I challenged myself by creating a game in 3D, which I had never done before. There were many complications, such as vector manipulation (in collision cases), that I had to learn to work with. We were too ambitious originally, however, when we decided to create 2D and 3D versions with AI.

· Effort I believe that I worked as best I could in spite of my large ambitions. I stayed up, sometimes all night trying to make the collisions work properly and to make the web page look presentable.

· Quality I spent a lot of time optimizing my code for efficient execution, and tried to reduce the amount of code where possible by abstraction and compartmentalized code.

· Problem Solving I used online tutorials and StackExchange whenever I encountered issues. For example, when I was having merging issues with GitHub, I found the solution on StackExchange.

· Results While we were not able to fulfill our original specification, I believe we were able to produce a fairly polished and presentable product that is a realization of an impressive concept.

· Teamwork I worked well with my partner, as he listened to my ideas and helped me in learning about vector 3D graphics. Likewise, I listened to his ideas and made concessions where it was necessary for the project. Overall, I think we made a good team.

**Overall Assessment** I think that I deserve an A because of the effort that I put into this project and the results that I produced.