

CS1006 Lights Out Project Individual Report

My partners of this project were very helpful, I feel like the work was split up well between all of us. Josh was very great and had plenty of good ideas on how to take the project and implemented his segments, Lyall was very useful and navigated the new code of Java swing very well. When doing the project, we worked on several parts separately and regularly met on call to discuss next moves. I worked on the level reader files and the coloured variant as well as wrote most of the report. Josh wrote most of the code for the time limit variant and the code for the button, board, and games classes (basically the code that handled the game itself and the board editor). Lyall mainly worked on all the GUI as well the functionality of looping through the levels and the level picker.

We all debugged and edited each other's code in small ways to make them better or to help implement another part of the project. I generally took on a more delegator role, in the meetings I would take charge and decide what functionalities to approach next and who would do what. Obviously, I still let them decide things for themselves and made sure the parts I asked them to do, they actually wanted to do.