Scarlet Nguyen - Final Project Reports

- **Goal**: I was trying to make a completed clone of the game Simon using Java Applet
- **Approach**: I started off with sketching out the structure of the game and adding basic components like the 4 buttons onto the screen. Usually, I would save the logic of the game until last because it's the most tricky part.
- **Results**: I achieved my goal as I completed the game and it has full functions, although it still has some minor bugs with timing and restarting.
- **Limitations**: due to the lack of experience, I found my logic was very "loose" throughout the process. I think the game structure is very unorganized (despite the fact that I've tried at the very beginning) and ineffective. Another limitation is the programming duration. Since the game has to be done in one week or so, the game overall looks pretty rushed and sketchy, in my opinion.
- **What I have learned from the project:** I learned lots of new things about data structure, differences between Array and ArrayList, 3-dimensional arrays, thread.sleep() and different button's functions. But most importantly, I learned to never overestimate my brain (too ambitious is not gonna help) and how to choose a suitable project for a specific duration and requirements.
- **Used Literature or websites**: I mostly used sites that pop up first on Google (usually Stack Overflow or Youtube), or sometimes I used Quora andFacebook.