Project Reflection Summary
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ENGR 102 - Section 575
December 5, 2022

1. **Did you like your project gaming choices? Why (not)?**
   a. Yes I liked my project gaming choices because I did this individually, so all decisions were made solely by me.
2. **Did you team stick with your initial top-down approach to program development, or did you switch to a different design approach at some point? Which approach did you prefer and why?**
   a. For the most part, I stuck with my initial top-down approach. Top-down because I was able to divide each game into smaller sessions so it was easier for me to make progress faster.
3. **Did your final design closely match the original hierarchy your team developed? In what ways is it the same? In what ways is it different?**
   a. More or less, yes. The hierarchy was a tad bit oversimplified compared to the final code, but that was because of my lack of foresight on some of the sections of the games. It has the same general process, just not as specific as the actual code.
4. **Briefly describe the thing(s) you learned on your own, beyond what was covered in lectures. Did you incorporate it into your program and/or project experience? If so, how?**
   a. I learned how to output a picture to a graph using different functions from matplotlib. I learned how to use pandas and matplotlib together to make a data frame that produces a pie chart. I learned how to use the random module in python. I used all three of these in my project. Each new thing I learned was a part of each game I created. I used the random module in all of my games, the first one I used it in was my Wordle game. I used the outputting a picture in my Aggie Trivia Game to add a cool easter egg for a perfect score. I used pandas and matplotlib modules to create a pie chart of how much rock, paper, or scissors was used in my rock paper scissors game.
5. **What was the most difficult part of this assignment? Please explain.**
   a. Definitely my rock paper scissors game because I decided to make the game very customizable. You can either play against a computer or another human. I also made it so you could select the match length (best of 3, best of 7, or unlimited). These two things made the code 6 times as long, and I also had to code two separate games because of the opponent types.
6. **Please explain any significant workload imbalances and give a brief summary of who did what. For this question it's ok to make a bulleted list instead of writing in complete sentences.**
   a. Since I was in a group by myself (my choice), I did all of the work for the project. From the planning, to the coding, to the organizing/formatting, I did it by myself because I thought it would be fun to have something to show for my first semester of coding in python. I plan to major in computer science, so I thought this would be a cool thing to look back on in the future.
      i. Jacob (Me) : 100% - Everything.