During the entire process of creating my Pokémon game for my Unit Project, I had fun and got to learn at the same time. I learned to implement many of the game mechanics and a few new Java concepts which I hadn’t touched before. Trying to implement these game mechanics required many connections to Classes, Recursion, Array, ArrayList. The new concepts of Java I learned during this process were the try and catch for exceptions that a method might throw, or the code block might throw. I also learned a few basics of GUI but didn’t get a chance to look at user interaction GUI.

The new concept of try and catch which I learned was to tackle some minor problems. Such as the user inputting something other than a number when asking for a string that is converted to an Integer right away using parseInt(). This is where it takes the input and tries to convert it to an Integer and sees if a Number Format exception occurred and catches it, then tells the user to try again. This simple basic process is can be very useful in catching errors and telling the user somethings wrong. It can also be used when a method might throw an exception and catch it.

Learning GUI was fun, especially when adding GIFS for Pokémon and their attacks and dodges. Adding text to the images and lay-outing them according to how I wanted, might have taken some trial and error due my first time. When learning where to put text and images I came across many useful methods that helped me layout my Text and images perfectly. After Learning the concepts of Icons added to Labels, Labels added to Panels, Panels added to Frame I began to easily layout the Frame the way I wanted. Later, creating the health bars for the Pokémon and lay-outing them became a lot easier to understand as well. Playing around with fonts, fonts size, foreground and background color I implemented them in my code as well.

Creating the game came to me right away with many difficulties in the process as well. However, seeing my fruit of effort at the end by playing the game myself and seeing others play and enjoy it I felt it was all worthwhile. Sometimes I would completely lose track of time when working on the game which made me realize I was having fun while making it.