Jacob Martin

Computer Science II Individual Summary of Final Project

5.17.2016

I contributed roughly a third of the work done on this project, as my teammates and I shared our workload equally. Most of the components of this project wound up being a joint effort, in the end. We attempted initially to simply write a number of functions independently, which only worked to a limited degree. I, like my teammates, independently wrote four of the player class functions (endTurn, nope, attack, and favor). I also wrote a large portion of the main code independently, laying the foundation for overall turn structure. However, even the portions that we worked on independently wound up being team efforts. We found ourselves collaborating to solve problems that we encountered in our individual duties, and came together in the end to do heavy editing in order to get everything to fit together properly.

I had a lot of fun with my teammates. I learned that oftentimes a solution that evades one team member can be obvious to another, making collaboration even on small problems a good option. I also learned that repository cloning is really important. We weren’t experienced in that regard, and it made keeping everybody’s code consistent across builds something of a challenge. Aside from that, we worked together very effectively, and I’m proud of what we accomplished together.