**LunarX Post-Project Reflection**

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**Accomplishments**

For the LunarX program, I was in charge of the random landscape generation, the random star generation, the explosion of the rocket, and the player display information on the screen, which I successfully implemented. I also created the presentation, and did the documentation and testing for all my classes as well as a few of Tejasvi’s classes. In terms of the documents, I wrote the structural design in the final specifications and formatted the user manual. Lastly, I aided with the design and the look of the program and some of the finer details in how we wanted to program to turn out, such as the fonts and sizing of the information on the screen.

**Learning Experience**

I think the most valuable experience of the project was the entire simulation of creating a program from scratch. This project, in a way, is similar to how real life programming works, with deadlines and split up work between group members. Although there was a lot of stressful points in the project timeline, it was fun to see the whole project come together and form a product that, although it wasn’t perfect, was something that we could call our own and could be satisfied with. With this experience, I hope to pursue individual projects on my own beyond the class, and improve on how I/my group will conduct the project in the way it is organized with the experience that I received from this project to help make progress even more efficient.

**Objectives**

On a scale of 10, I would say that the level of challenge that I exerted on myself would be a solid 8. I was totally unfamiliar with GUI, and having to work with it without any prior experience was a giant challenge, especially for a program that is so heavily GUI

reliant as a game. I had to do some independent reading and watch some videos in order to learn how to do some things. I also would say that I put in a lot of time into my work. Besides just coding, the independent reading and videos took up a decent amount of time. Although the quality wasn’t necessarily perfect due to the constraints of time and my limited knowledge, I believe that my work turned out pretty solid and something that could definitely be passed for in a game such as Lunar Lander. It was clear to see the intention of the work, and nothing was extremely distracting from the program. In terms of results, I think my work was quite important. Although Tejasvi handled a lot of “main” components such as the rocket mechanics, which is vital to the game, a lot of the various smaller things that I worked on were also essential to how the game was run, and although the game would have functioned without some of them, it simply wouldn’t give the player the same experience. In terms of teamwork, I will admit that at the beginning of the project I didn’t put in nearly as much work as I should have. I didn’t really think of the vastness of the whole project, being concerned with my other classes, and Tejasvi ended up starting the project without me doing much. However, as we planned things out more and coordinated everything, I started to realize that the project had many layers and was a huge priority. I put aside and dedicated a lot of time to things that I was assigned, putting in hours over the weekend to make up for the time at the beginning of the project. Overall, I am satisfied with the work that I produced, and certainly did put in quite a bit of time to make sure everything worked.

**Overall Assessment**

Overall, I do think I would give myself an A. I did put in time and effort into this project, and I did push myself to work with things that I had very little experience in, primarily GUI related code. I pushed myself to do the tasks that I was given, and I am satisfied with the way that the program turned out.