Reflection on Game of Life Lab

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The Game of Life lab was fun and pretty much unlike anything else I’ve ever done in class. When I saw we were doing it I was hyped since it looked very cool and challenging. It proved to be both. I remember that most of the problems I had had more to do with the way GridWorld worked than things that were my fault- i.e. finding out that the grid didn’t update properly and the world makes it hard to get locations of cells and needing to get around that. Wasn’t hard to fix once I identified the problem, but I never would have known that there would be a problem whilst coding it. The fact that I started the lab way before everyone else with not a lot of guidance made progress a bit slower but also posed an interesting challenge. One of the hardest things about the lab was that debugging was unusually difficult since it was very hard to identify problems what with the visual grid and loop. Overall, it was a fun and challenging lab that was hard but not too frustrating. I looked forward to working on it.