# Unit 6 Reflection

Date: June 1, 2016

To: Mr. Peck

From: Jerry Qing

Subject: Project Gon Reflection

**Accomplishments.** In the beginning, I laid out the overall game plan with deisgns for the character and the type of game it would be. I planned the layout of the game and finalized our direction in this project. I set up the audio files and added all the audio inside the game. I compeleted the movements for the player and area the player would attack. I helped with commenting and finished the user mnual. I also set up the overall presentation layout.

**Learning Experience**. I learned about the struggles of collaboration, but also how many people can pull through when it is most essential. Splitting up the work seemed to be really simple when said, but the execution must have been the hardest past. I also obtained a much better understanding of the class hierarchy and the effiecient use of each class. No matter how difficult it seems to be to code a specific method, all it take is to start and slowly build on it until it works out.

**Objectives**.

* Challenge I pushed myseld hard to try to understand each method and class. Tracing each method seemed to be the most difficult of all. I continued to push for communication within my group.
* Effort I worked continuously when I had time to further advance my project. My free time was used to understand the change my partners have made with the code and figure our the next step of the project.
* Quality I searched for the best audio to fit its purpose and made sure the game was as smooth as possible.
* Problem Solving I spend a lot of time trying to figure out the problem by searching online or consulting other friends. Those resources were very useful in completing this project.
* Results The game works as it is supposed to with little to no errors. My work seemed to have paid off.
* Teamwork I tried to communicate as much as I could throughout the project and continued to give my opinion about the project.

**Overall Assessment** “A” because of the amount of work it took to obtain the end product and the overall quality is pretty good. The code behind the project was really intensive and the work everyone put into the project made the game so smooth.