# Unit 6 Reflection

Date: June 1, 2016

To: Mr. Peck

From: Trevor Aquino

Subject: Project Gon Reflection

**Accomplishments.** As a member on the team, I planned what the overall structure of the program would look like and how the classes would interact together. I spent most of my time putting the frame of the game together and then adding in the tilemaps and backgrounds. I used the graphics which Alex created to make a tilemap image which could be read in and used to create the entire map. My main accomplishment was developing a wall collision algorithm to ensure that entities could not go past the walls.

**Learning Experience**. The most valuable skill I gained from this project was working on a coding project with other people and the importance of planning before coding. While working with my partners, we found the difficulty in splitting up code and making sure that things could function together properly. I also had to adjust accordingly when they were unable to do certain parts on time for the project to still move along on schedule. The other difficulty we had was trying to create the game as we coded it. This led to messy and unorganized code which was hard to understand and build upon.

**Objectives**. Overall, I dedicated a lot of time and effort to this project because it was something that I was actually interested in and did not have to force myself to do. I think that I did a good job of doing my part and sometimes even more than what was necessary.

* Challenge In the past I have built games with simple graphics such as Pong and Snake so I wanted to try a harder game. At first we attempted 3D game but it was a little to difficult so we decided to make a 2D, well-developed game. I challenged myself in making the code very modular and working with my partners.
* Effort I dedicated a lot of time and work to this project. At one point, I worked on the project every day for 3 straight weeks to make sure everything came together properly.
* Quality A think I spent a little too much time on the experience of the game and not the actual functionality. I got caught up in the little details and didn’t focus on the bigger picture at times.
* Problem Solving I troubleshooted most of my own problems because I counciously tried to not use the internet to just copy code.
* Results I’m pretty proud of the game that I built because it was something that I created from start to finish on my own and didn’t follow tutorials. Although the gameplay is somewhat basic I think that it is a good starting point for projects in the future.
* Teamwork I think I could have done a better job working with my partners. A lot of the time I wrote my sections of the code without explaining it to them or asking for their help, making this project disjointed. I should have tried to work with them more and utilize their input so that our game seemed more cohesive and not written by 3 different people.

**Overall Assessment** Overall I think that I deserve an ‘A’ on this project not only because of the effort I put in, but also because of the quality of the project I produced. All of the code in the project which I wrote was 100% original and not based off of a framework or prebuilt program. I am extremely proud of what I have made and look forward to imporoving on it in the future.