The design strengths of this project as a community was that we were able to effectively communicate with one another. The mediums were very organized and we designated meeting times and maintained communication through message boards. There were times where somebody's experience and know-how came in handy for somebody else and we were all able to collaborate for solutions. Unlike game jams and other events made popular by video sharing sites, there was no drama or arguing.

My individual design strengths were that I was able to have the satisfaction of knowing that I improved on data structures, algorithms and some of the object oriented details, something I had trouble with in earlier classes. The maze project was honestly a generic idea and the features and structure was thought up as I went alone even though I had a general idea of what I wanted to accomplish. The weakness was the maze game was almost Atari 2600 / Commodore VIC-20 quality and that was sort of unsatisfying. Also, the code structure may have been better suited for a checkers or Reversi game but, I wanted to stick with what I originally said I would do because I wanted the challenge. I loved reading the other team member’s source code. There were some aspects of organization that I used to make mine more efficient. I was also able to draw on some of their programming techniques.