

Tony Teets

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Systems Programming

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### Self-Review

For this project I worked alone so I was responsible for all portions of this project. Everything from design, database management, and coding the whole thing from the ground up. For this project I decided to make a discord bot with NodeJS which JavaScript is something I had very minimal knowledge about before this project. I also used MongoDB for the database portion of this project. I had some very minor experience with this as well, but I was determined to make something that would be worthwhile.

When coming up with an idea for this bot I was blanking completely in the beginning. I went from text-based story for individual users, database managed battle game, and so many more. But I came up with this one great idea and that is the one I decided to use. My idea for this discord bot was creating small rooms for users to play games with their friends like a battle simulator that had an experience system, tic-tac-toe, connect four, and so many more ideas.

The way I went around creating this bot was I used some base code for command handling, event handling, component handling, and the main file that started the bot up. This was simple with some help from some YouTube tutorials. The next thing I had to do was setup the database and connect it to the discord bot itself which was simple as well. I then created some

commands to join gameroom's database, create rooms, play a game (tic-tac-toe), and close the room.

I feel like I did a pretty good job with the knowledge I had in the beginning of the semester, and I feel like I learned a good bit along the way. This experience has given me a new appreciation for the discord bots that are already out there and that can do many cool things.