## **1D Project Reflection**

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A. Describe one thing that you are proud of having achieved in this project. This could be a technical achievement e.g. you learnt something new, or personal achievement e.g. a difficulty that you overcame.

I finally created my first game in Python! Of course, it would not have been possible without my teammates, however, the fact that I was able to complete this project makes me genuinely proud. I had only just started to learn python a few months ago and now I am programming games/quizzes which I had always admired and wondered how others did.

Thanks to my wonderful group mates, I was able to catch up to those who knew beyond what the class taught so far. I learnt something new everytime we met up! They even taught me some of the tricks up their sleeves, like the usage of 'Stack Overflow' to solve common coding obstacles, or how to properly document in the code itself (they introduced me to better coding practices, like numpy docstrings, for future projects as well) and they also introduced me to other computing commands and libraries(like Json) that they have been exposed to since pre-university.

Hence, I was able to easily contribute to the team. I was one of the group mates who helped create the math\_questions.py file. Initially, we had made each of our questions with the use of the 'Definition' functions (with imported random values as the 'input' and 'return' true/false, if the input answer by the user matches with our python calculated answer). I treated each question created as a Problem Set question and was able to create an entire functionable quiz.

I even stepped out of my comfort zone and learnt how to use the Matplotlib library to showcase the vectors in the vector questions I created. However, when my teammate refracted our code, there were some issues in the quiz due to the Matplotlib question so he had to disable the question as there was not enough time for him to fix it by the deadline. (He still left it in the file to showcase my work in the end!) I totally agreed with him as when he refracted the code he really made it easier to work with. With his modification we are now able to template our questions. For example, questions can be rewritten with different names, but share the same logic behind the scenes in the python file.

In short, I am genuinely proud to achieve the completion of this project, and look forward to the many more assignments coming my way next year!