

Pokemon Battle Game - Reflection Document

1. I started the implementation of the code mostly in methods as I was not very confident of the class objects and then realized I could convert many of them as class methods.
2. I realized that grouping them into classes was making my code cleaner.
3. I had actually planned for a lot more complicated game, thinking what I had was simpler. But the implementation was actually difficult when i had to make objects between classes interact.

These are 3 things I learnt during the course of the game. My comfort level with classes and methods actually improved upon completion of the project.