Torrens University

Ticktacktoe Project

Assessment 4

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Microservices Architecture

**Reflective analyses**

**Overview:**

The project was to develop a ticktacktoe game using resources that we learned on class.

**What went right:**

I was able to use the knowledge that I am most comfortable with to build the game and make it work. The design was simple but with good quality and all the instructions are clear and easy to understand.

**What went wrong:**

Unfortunately, I could not make use of classes, I managed to build them but whenever I had to store values in the array, I was getting errors, after some research I found some relevant resources but due lack of time I decided not to use them.

**What am not so sure:**

Although I was able to create the game and make It work, I feel that the usage of codes was poor, and I should have invested more time to make it better.