Aaron Voymas

Prof Will McLaughlin

CSC 190 Data Structures I

Date: 15 December 2015

Final Project – Reflection

1. I did not accomplish everything I wanted in the project.
2. My original proposal was full chess. I changed to a pawns game. I didn’t plan for how extensive real chess is, to program, and that I would run into problems with ArrayList methods.
3. The toughest part of the final was the movement code, in order to get the pieces to move properly and set them at their new spot.
4. I wish I has a better grasp on container methods and using ArrayLists
5. The features that could be added are multiple possible moves and all of the chess pieces.