Identification Process:

In project 4, the things that I found success in were understanding how the game should be played and thinking out what was the best way to approach the code before typing everything out. I came up with the idea that the main conditions that I needed to fulfill were to make sure that the gator attacker never killed itself by needlessly running into the defenders when other viable options for escape were possible. The other condition was that by collecting pills and having the chance to advance onto the next level, the gator attacker would have a better chance of increasing its score in comparison to stacking vulnerable defenders and expending time. I later came to the idea that another condition that would greatly enhance my score would be to create another scoring option that would judge the gator attacker’s decisions so that a semi-optimal if not most optimal choice was made in order to maximize score and minimize death. This was denoted with PV as potential value.

In regards to where I found failure, I came up with too many ideas that were initially complex and not easy to implement or start off on. I also didn’t study the methods and provided code beforehand. I only slightly glanced over the documentation in the pdf and later had to do a more in-depth look at it. This caused me to struggle for quite a bit even though I started the project relatively earlier than I originally did. In relation to code, I found that I had to do a lot of trial and error along with debugging to come up with a working scoring system that would optimize my moves. At one point my gator attacker would waste time by moving towards the wall and bug out for a couple seconds before returning to its original track to collect pills and super pills. This is originally found really often whenever it feasted on an edible defender.

Reflection on project:

I think the overall experience of the project was pretty good once I got a complete understanding of it. At the start I felt like I was ill prepared to tackle the project, but by looking up online documentation the objective and way to approach the code became more apparent. I was also really surprised by how much code was available and it took me by surprise. Fortunately, most of the code was commented and was fairly easily to follow along with and understand what each article meant. I feel like if we had a lab that was more similar to this beforehand, the project would be easier to approach as I felt like the previous labs that were worked on didn’t reflect itself in the project compared to previous projects and labs.