Assignment 4

Reflection Questions:

1. What do you like about this project?

It allows us to explore real project games testing our logic along the implementation, allowing us to test and explore the different approaches to achieve the result.

1. What did you struggle with this project?

The implementation of the field which is auto generated depending on the user interaction with the holes and generating without conflict with the hole, hat and the path.

1. What would make your experience with this assessment better?

Nil.