**Unit 6 Reflection**

Date: May 24, 2017

To: Mr. Fulk

From: Pratik Gongloor

Subject: “Hangman” Project Reflection

**Accomplishments.** As the primary graphic designer of the hangman project, my role was to create the pixel drawings for the different states of the man. I also designed the platform upon which the man would hang from. Finally, I added a Game Over animation that would occur upon the death screen after the user incorrectly guesses 6 letters not in the word.

**Learning Experience**. Personally, the most valuable learning experience was the graphic design skills that I acquired. In creating the animations and initial drawings, I experimented with different graphic design applications such as Photoshop and Pixelart. I also tried to make the graphical interface as simple as possible and learned what it takes to make it easy for the player of the game to follow and understand what is going on.

**Objectives**. {Evaluate your performance. Describe how your performance aligns with each of the performance objectives. Give supporting details and examples to justify your grade.}

* Challenge: This project definitely challenged my ability to create animations. Prior to this project, I had no clue how to create animations. But in taking on the task of head graphic designer, I was forced to step out of my comfort zone and pick up new skills I did not know before.
* Effort: My overall effort was quite high towards the beginning of the project. I spent around 30 minutes each day designing the preliminary sketches for the man as well as the final animations towards the start of the project
* Quality: The overall quality of my work was mediocre to above average. Although I would have liked to have different death animations to get to the game over screen, I was not able to do so due to time constraints. But despite this, the actual quality of my work was quite unique and creative.
* Problem Solving: I felt that I was quite resourceful during the duration of the project. At first, I was not sure how to approach the concept of creating animations from simple drawings. But I decided to ask some of my friends who designed animations on their personal websites and learned that pixelart was the app that I was looking for. I also consulted the internet and youtube tutorials to figure out the different functions and tools that I needed to design my animations.
* Results: My overall results were quite useful. The end product was a clean and simple animation. The hangman sketches and death platform were also quite accurate to the actual hangman game people are used to playing.
* Teamwork: I would say that I was quite a strong team player for the duration of the project. I collaborated often with my fellow classmates on the project and we helped each other quite often when running into difficulties or questions. For example, when Alex ran into some difficulties with the GUI, I was able to use my limited knowledge of GUI to quickly solve the problem.

**Overall Assessment**

Overall, I feel that I deserve a B+ on this project. I feel that I could have challenged myself more and worked on more aspects of the coding of the game, perhaps assisting my teammates on their parts as well. Despite this, I did do a decent chunk of work in designing the all sketches of the hangman. The frame-by-frame animations were also quite tedious and troublesome and I feel like I did a good job making them unique and interesting.

Date: May 24, 2017

To: Mr. Fulk

From: Brian Jeong

Subject: “Hangman” Project Reflection

**Accomplishments.** I mostly helped with the coding aspect of this project as well as the reporting. I helped to code couple of the classes as well as JUnit testing. The specific classes I worked on were the Slot class and the Type class. The reporting aspects of the project that I worked on was mostly the status reports, and both of the functional specifications. I wrote most of the sections for both the preliminary specifications and the final specifications. Finally, I worked on several parts on the presentation.

**Learning Experience**. The most valuable learning experience is a different form of teamwork. Since everyone in the group had a differing degrees of coding knowledge, it was harder for me to explain to the group my coding plan, and it was hard for me to understand what they were trying to do. As a result, there had a to be a lot of communication as well as patience when it came to understanding each section of the project. Furthermore, I learned how to manage time well with this project. The idea of a hangman game seemed quite simple, but I definitely underestimated the effort that I had to put forth for this project. I learned not to procrastinate and use my time wisely for a deceptive project like this

**Objectives**. {Evaluate your performance. Describe how your performance aligns with each of the performance objectives. Give supporting details and examples to justify your grade.}

* Challenge: This project was definitely the biggest challenge I faced in coding. It involved a lot of GUI which I had no experience in and I had to research a lot on how to implement GUI into our project. Also, in general, I am a slow coder, so it was a challenge to pick up the pace and be able to write the code and ensure that it works in a short amount of time.
* Effort: The amount of effort that I put forth definitely varied throughout the project timeline. In the beginning, I started off with a strong start, coding a couple of the classes, but eventually my motivation did die down because the difficulty of GUI affected my motivation. However, once the due date approached closer, I put in a lot of effort, trying to put together the reports and trying to understand the project design.
* Quality: I definitely tried my best to make my work with the best quality. The report definitely took time to write and to make it clear as possible. However, my coding definitely lacked in quality considering it took a lot of time to debug my own coding and to make it more concise.
* Problem Solving: I was definitely resourceful in this project. I utilized many resources in order to understand the difficult code in this project such as the GUI.
* Results: The results were surprisingly successful and useful. I wrote most of the necessary reports which explained our progress and code very well. Although my coding did lack a bit in quality, it created a decent base to start our project on, and the code was further refined and improved on by the other team members.
* Teamwork: I was definitely a resourceful teammate. I played to my strengths which were writing and explaining parts of our project. I lacked a bit in the coding skill, so I definitely did take lots of time to understand each part of the project in order to try and help my other teammates in coding.

**Overall Assessment**: I believe that I deserved an A on this project. This project was definitely a challenging one, but I played to my strengths to contribute to this project. This included the reporting and the more basic components of the coding. Although the effort I put forth did vary a bit and the quality of my coding could have been better, the outcome of this project was definitely great and I believe the team as a whole came together and collaborated very well.

Date: May 1, {200x}

To: {Project Manager (Teacher)}

From: Alex Xu

Subject: Hangman Project Reflection

**Accomplishments.** I was responsible for the overall project design and spent the most time making sure the code actually ran together. I coded the MissingWords, Slot and Man classes while also doing most of the unit tests.

**Learning Experience**. I think that the JUnit testing, despite being a pain, is good practice for future work in industry, where a very large percentage of your effort goes to quality assurance and testing.

**Objectives**. {Evaluate your performance. Describe how your performance aligns with each of the performance objectives. Give supporting details and examples to justify your grade.}

* Challenge: I have never really worked with GUI before, so this was a welcome change from my usual competitive programming experience. It definitely was outside of my comfort zone, as I spent a lot of time on stackoverflow trying to find ways to make the GUI come together (particularly difficult since Java apps are not very common these days).
* Effort: I spent a while thinking about the architecture of the program, and I really wanted to create the entire project from scratch. I spent a lot of effort ensuring that the program could be made and work correctly.
* Quality: I was unusually thorough in handling corner cases and making the program as efficient as possible. Although the program may be relatively simple, it is definitely airtight.
* Problem Solving: I think that some of the code I typed was clever, such as finding a quick way to load the hangman images. I also spent most of my time debugging our code.
* Results: I finished up the project after a lot of debugging and GUI research, so I at least was responsible for the program actually running. I also think that my planning in the beginning helped make our workflow better and cleaner.
* Teamwork: I think I was pretty reasonable in my expectations of my teammates and tried to solve problems when they arose in my teammates' code. I also was willing to do the parts that no one else wanted to do, i.e. JUnit Testing.

**Overall Assessment**

I think I deserve an A- on this project, as although the function and results were rather good, I could have challenged myself more. Ultimately, I overestimated the difficulty of making an effective GUI, as the functional code itself was relatively straightforward.