

GAD 176.1

Post-Project Reflection

Nik Walsh

Post-project reflection:

Appraisal: There are many words to describe this. Incompetent. Abysmal. Woeful. Tragic would be my choice. I started this project far too late into the course and as a result the final product is so far below my expectations I feel nothing but shame. My code is terrible, barely cobbled together with prayers, glue, and the generosity of other people helping me understand basic functions and concepts. An example is the timer in the DashEnemy.cs. How does it work? I haven't a clue. I tried my best, I really did, but someone else got it working for me, because I was tired, stressed and out of time. Many such cases.

Challenges: Oh boy talk about challenges! Does my incompetence count? My inability to read? To manage my time? The biggest one, for the sake of brevity, would be Nik vs. Git. For the longest time I wasn't able to push my changes, or pull without obliterating everything in the project folder. And then right at the end, an hour before writing this, I figured out the issue. I had forgotten to add the "." in my .gitignore file. In terms of time management, if I hadn't left the project so late, I would have caught this much earlier, and I would actually have some git records to show. Alas.

Future goals: FUTURE GOALS? DO THE DAMN TASK ON TIME. THIS IS NOT DIFFICULT. THIS IS NOT A STRUGGLE TO ACHIEVE. I can guarantee the quality of the project would have been much better, all issues would have been mitigated, and much stress would have been prevented if I'd sat down and done the task. In the future what I would do differently is that I will sit down and do the task. What I would repeat is the part right at the end where I sat down and did the task.