

AP COMPUTER SCIENCE POST PRESENTATION SELF EVALUATION SHEET

How would you have changed the design of your project with what you know NOW?

First, I would program the players as their own classes, rather than trying to add all of their own controls within the GameDeck() class. I realized that this would be the most efficient way to write the methods to play and slap cards for each player given that I would not need to repeat them for the left and right players, respectively.

Second, I would tweak the output of the game (the messages that appear when a player slaps a card, wins the pile, plays a card, etc.) to make it more readable and easier to follow. While the format is generally pretty clear and displays all relevant information, there can be some difficulty in reading and processing all that is said given how quickly the game can proceed.

What did you think going into your hour-long presentation (as you were preparing for it)? What did you think of it after it was done?

I was actually pretty excited to be able to present my project given the number of hours that I ended up spending on it. While there are always (and were certainly) ways that I could have made the project better, that made it all the more exciting to me, because the audience of my peers were able to pick up on ways to improve the program that I had not thought of myself. After the presentation was done, I was quite excited that people volunteered to play the game and completed a run-through of it successfully without any errors. I'm lucky to have such engaged peers and were glad that they (hopefully) enjoyed it.