

Libor Sadilek

A very sophisticated program by a very capable student, though it is noteworthy that he is not a typically programming kind computer geek; pretty well all of his coding he has learned, he learned in the two years of IBCS; rather he is a hardware geek.

The main issue was that he initially planned to do way more than would ever have been possible. I allowed him to do so with the expectation that he would pull back and achieve something reasonable. And he did so quite "ingeniously", by turning his game into, rather, an engine, which can be extended into a custom game of the genre he picked. This was an excellent change in approach, and it did not harm either the coding potential, nor the approach. The one thing that I was not please with was his lack of proper communication with his client; he relied more on himself, which diminished the "real-life" nature of the experience.

(All Students:

- Netbeans auto-generated code usually pasted below other code for GUI classes.
- Interviews not counted in Word Count
- Table contents (re-)counted (by me) if close to sentences)