5. CONCLUSION

Since we are getting to the end I would like to point out the differences in the project this year and last year. This year we have achieved more of what the client wanted. We made an application that has more quality, unity in itself made this step possible. Also we have achieved to make the application cross platform which was a big objective for this application. We also added two extra features that were not even though about the year before. We have added a backend to the project, a fully working database which will allow more information to go into the application. Also created a very simple uploading page at the end. This uploading page is used to make the clients work easier to upload assets onto the database.

We also had a better perspective of what the client wanted the application to look like since we had actual hard copies of the books she published and also a website. Reading these books and meditating on them made us come up with better ideas, better facts over all a more robust project.

This project challenged us to use new software, to adapt new things we have learned over the years. The amount of research that went into the project this year was definitely much more than last year. In the same time we had other modules that we could pull knowledge from to achieve a better application. A few modules we have used knowledge from are: Research Methods, Semantic Web Development, and Mobile Application in c#, Database Management system and Distributed Systems.

Last year’s project was mostly using software we have used in the three years, was not cross platform, it didn’t look very professional and in the end it wasn’t finished. Code wasn’t used to its fullest potential. There wasn’t any backend to the project at that stage. There was an emphasis to get more games than quality and that was not the objective to be met.

Overall the team from this year made a better effort of meeting the client’s objective and actually completing what was said would be done. We have used the technologies to the best of our abilities taking into consideration the opportunities we had. Taking into consideration all the ideas and opportunities given to us, we created a fully working project that is perfect for children to use.

6.1. PERSONAL THOUGHTS/HOW THIS PROJECT HELPED IS PERSONALY   
6.1.1. ALINA DANCI

Personally this was the most stressful project up to date. A lot of work, research, time, meditating was put into getting this project finished to a quality standard. I feel like I have improved my team work skills during this project which will definitely help me in a real life job. I have also learned how to use existing code and adapting it to make a quality project. For me this was a huge research project. Finding out what games work for children, how I can adapt information to it since it is an edutainment application. I also focused on writing most of the documentation since my coworkers were better at coding then me. This way I discovered that I can write pages and pages and not get tired. This showed me I have a passion for writing. Enhancing my writing and research skills will also help me with writing on my developer blog, expanding ideas and maybe work with other developers to create some great work in the future.

Every little thing I did this year prepared me for the real work environment outside of this college. I have worked on this project two years therefore I have gotten to see a lot of trial and error and a lot of frustration when code doesn’t work the way it’s meant to. That didn’t take away from the satisfaction of finishing the project this year. Feeling like I did everything to make this client happy and meet her objectives. There were a lot of times I wanted to give up, I was pessimistic at the start thinking we can’t make this project work. Perseverance was the key. As the time progressed and we kept getting things checked of the list and made me realize that everything is possible with time and research.

6.1.2. DIARMUID BYRNE

6.1.3. JOHN LAVIN