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During this final project my job has been quality assurance (or “bug”) tester. My role in this project was to test the code to assure it was functional. When there were problems or “bugs,” my job was to declare them in the issues section of Git Hub.

Additionally, I was to work with the Code Monkey (Arlene) to make sure that she was using good programming practices while coding our game. This meant that I had to assure she was commenting to better explain her code and including all of the various types of coding necessary.

We came up with the idea of our game as a team. Personally, I came up with the idea of trying to find something or someone and together, we built on this idea to create #helpfindgabby. We all contributed our ideas of what the levels should be and which challenges should be added.

I also did a part of the coding, myself. I made the simple code that displayed the start screen, the class for the pearls, and began work on the Booleans that would display pictures that told the story in between the levels.

For the start screen, I had to display the text “Choose a character” and the two characters. Arlene set the parameters for starting the game when the characters were clicked on. The class for the pearls included pearls that would fall until ten were collected. The character – either Anita or Caitlin – would be the catcher. We had originally wanted to use a timer to display the pictures; however, after much research and many attempts, I found this to be too complicated and decided to use Booleans instead.

I also helped Arlene when she had issues with the code and kept track of the issues we had and how we fixed them. I helped Anita choose pictures for our graphics.

If I was to do anything different with this project, it would have been to work on it outside of school, more. In class, the team did a fantastic job of keeping up with their own parts and working together to share ideas. However, there was a lot to do and we ended up having to fix a lot, a few days before the due date.

In the end, we were able to complete the game and hand it in on time, so I am extremely proud of all that we accomplished with this project!