Robin Sevell

Ms. Gerstein

Technology 9/10 B

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Final Project Summary

My official role in this project was team manager. This position included keeping my fellow team members on-task, which was very easy to do because all of my group members were diligent and hard-working. I also continually reminded them of any pieces of the project that they needed to do and the deadlines that went along with those pieces. But acting as team manager was not the only position that I held in this project.

As Ms. Gerstein said at the beginning of this project, “Everybody codes!” Even though I was manager, I also participated in the coding process. Among other things, I coded the flower, clouds, sun, carrot, and some minutiae of the animals (such as their mouths). The flower included four petals, a stem, two leafs, and a center. The cloud consisted of an oval and a circle. The body of the sun is simply a circle. I created the rays of the sun by using the following piece of code: println(MouseX + “, “ + MouseY) to find the proper coordinates. I found that string of code one of the most useful and versatile tools I have learned all year in tech class. I also used that piece of code to locate the coordinates for the carrot and the animal’s mouths.

I also worked alongside Jamie in creating the final flow chart and the final project description. I also solely created the initial project description. Every member in our group reported (and at times helped fix) the bugs that they reported to our “bug tracker”, Jamie.

Overall, I believe this project went fairly smoothly. There was no bickering within the group, all issues were fixed promptly and efficiently, and we were able to keep up with the given deadlines of the project. I am also proud to say the game was a success in my eyes. I feel that my group picked a game choice that was in our competency range. I have seen other groups choose games that were well above or below what they are capable of handling, and I am glad that we did not encounter one such problem.

Regarding what we could have done better in this project, I would have to say designation of work. Although Jenn was the “code monkey” I felt she did more than her fair share of coding. While I only coded simple objects and facets, she really made the game have continuity and she really made it perfect. I do feel that I should have contributed more to the advanced coding of the game like Jenn did. However, if the biggest problem throughout the project was that Jenn did everything to perfection, I feel the project was a huge success.