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Mrs. Gerstein

Period 9/10 B

Summary

I was in a group with Robin, Jen, and Elizabeth, and together we created a Color by Number game. My first contribution to the group was coming up with a few ideas, including the one we all eventually voted on. We all came up with some great ideas though, and it helped that our team worked together with no conflicts at all. The first thing we did was put together a picture that would be colored in-Robin drew a bear and some other details. I was the one who coded the bear and put all of the numbers in the correct parts. Later on, once we had decided to create a second picture because we had an excess of time, I was the one to code both bunny rabbits in the second picture and assign them numbers and insert the numbers in. The coding itself, while not difficult, took some time, and I put in some time at home and during free periods to finish it quickly. The teddy bear included eyes, ears with a different colored inside, a body and an inner body, legs, arms, a nose, and a mouth. The bunnies also included all of the normal parts, including whiskers and inner and outer ears, and a carrot (which Robin helped with). The code involved some translation and rotation.

I was the QA bug tester for my group, though the work there was limited-the coding went fairly smoothly, and the bumps that we hit were easily overcome. I’d say I probably did more coding than bug testing. I always asked about and made sure to record any issues, and checked that our code was working, but there were hardly any issues. I also, with Robin’s help, completed the final flowchart and the final project description as Jen and Elizabeth finished up the coding.

I think one of the best aspects of this project was the teamwork, and the ease of working with my group; we never fought, agreed on a game within ten minutes with a simple vote, and got to work. We each worked on separate parts, and Jen did a great job of combining everything. Another positive during this project was that while our code wasn’t overly simple (it did take some Booleans, classes, functions, and other not-so-easy methods), it wasn’t impossible either. None of us were close to professional coders, and we stuck to something that, while challenging, was still doable.

My team really could not have done better if we’d tried. I have never worked so well with a group. If we’d had more time, we might have added more pictures, but that is about it. In all, the project was fun, educational, and went smoothly.