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Ms. Gerstein

Technology III B7/8

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Individual Project Summary

After forming a group of four members, I decided on what role I would like to take. I chose to be the Project Manager for the entirety of the project. I immediately created the repository for the project and put essential information in the read me, including the roles for each member of the team and the overall goal of the project. I wrote the initial project description for the team which included information based on our game, such as our target audience, our goals, and our inspirations.

I feel as if I completed my major role sufficiently throughout the progress of our project; however, I regret not becoming very involved in the actual creation of the game. For example, I did my project manager role efficiently, making sure that every team member was completing his/her work during the class periods (Nada would be working on graphics or images, Kevin and Adonijah would be working on the code, etc.). However, as I stated, I did not become very involved in the creation process, although I did aid in minor issues that needed to be completed or fixed. For example, when the team was wondering how it could possibly create a way of keeping score and advancing through the levels, I offered an idea that I used in my Game Challenge 1 game. The way of keeping score includes creating a score variable and printing that variable in the upper-right corner of the screen. We figured that the game should be based on how many platforms the player bounces on, but it would be impossible to tell whether the player would actually be moving up or simply stay bouncing on the same platform. So, we decided to make the platforms disappear to keep players from staying on the same platform and gaining points. Despite assisting in small issues like this, I was mostly only involved in the theoretical aspect of it and not the actual coding aspect.

After completing the project, I completed my work by writing the final project description which includes more detailed and complete information about what our project/game is as a whole.