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Mrs. Gerstein

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Final Project Summary

For this final project, my role was quality assurance tester and I also helped out as a “code monkey”. As quality assurance tester, I went through the code we had and looked into the parts that did not seem right. I worked alongside Adonijah; once Adonijah finished a piece of code and it did not work, I helped him find his error. I also went through the game while it was running and found some bugs or glitches. At the end of almost every period, I would track all of the problems we had by using “issues” in Github. I helped everything run smoothly by making the team of the problems we had and the progress we needed to make with our given time. The code I wrote for the project is a class for the character in level 2 and I also coded the ghost in level one. I also helped Ethan and Adonijah code for the score, or number of bounces in the game. I added a music file for the background music in level 2.

In my opinion, the group could have worked a lot better if we each had assignments to complete. There was a couple of times when we were working on something because it had to get done, only to find out that Adonijah had already completed that part. The coordination and organization between the team members was not ideal. Adonijah ended up doing most of the work because he worked faster than all of us. A lot of things did go well, such as correcting our mistakes with the game. When we first started, the game was very glitch and almost barely worked. As we put more time into it, everyone caught their mistakes and we tried our best to fix them. Everyone contributed to getting our game to become less glitchy.