

Self Assessment

A.

I acted as the creative director of the project. It was a videogame, so there needed to be a large degree of creative vision for the project to succeed. I also created most of the visual assets for the game including animations and icons. Additionally, I played a major role in developing the game, developing most of a "minigame" as well as providing large contributions to the development of the "main" game.

I felt like I developed my artistic and leadership skills, as well as enhanced my software engineering skills. Coming up with an art pipeline was very difficult and new and really challenged my abilities. Sticking to a "vision" for the final product, while keeping all members of the team on task was also difficult. In the end, I felt like I played a strong role in delivering a polished, stable product that showed the growth in my skills.

B.

Our group managed to create a prototype educational video game in which all components functioned and were stable. The hardest part about this project was making sure everyone had something to do that made the greatest use of their skills. This required detailed planning, and frequent individual as well as group meetings. As the team "leader", I had to determine the strengths and weaknesses of each team members.

I think we each contributed as equally as possible. John Whiting was responsible for organization and code hygiene which really improved the development speed once the product got off the ground. Alex Deidu was responsible for handling game-wide events using the "singleton" paradigm which gave the final product a lot of polish (Menus). Connor McKinney developed the theme system which gave the entire product a cohesive look. We all spend a lot of time getting up to speed on game development, and I think it ended in a successful product.