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CS 5002-001

Professor Annexstein

April 14, 2024

Assignment #6 – Self Assessment

Part A

My individual contributions to my senior design project were quite varied over the two semesters that the project spanned. Early on, my main contributions consisted of brainstorming and providing feedback to my teammates regarding ideas for the main game design. Later in the project, my contributions spanned from developing minigames, developing an interactive tutorial system, creating user interfaces, designing the poster, and various other small features and fixes. I think I definitely applied and built upon the skills I initially identified. Skills like full-stack development were heavily utilized when designing the UI for our game, as I had to create attractive-looking interfaces that still interacted well with the main game behind the scenes. My time management skills were also critical to my individual success with this project, as it proved tough at times to balance school and project work.

For this senior design project, I took the role of game developer, which was a huge personal challenge as I had never done anything relating to this before. I got to experience nearly every phase of game development throughout this project including brainstorming, early development, development, testing, and the hypothetical launch. Throughout this project, I learned how challenging game development can truly be. Going into it, I had the implicit thought

that game development would be easy for me to learn and quickly excel at because I have always had a knack for software development. I quickly found that this was not the case, and it took significant time and perseverance before I felt I became a competent game developer. This experience gave me some perspective and taught me to respect all disciplines I haven't personally tried, as they may be much more challenging than they appear to the outside world. In this process, I feel that in addition to becoming a competent game developer, I also became a somewhat competent beta tester, UI designer, and graphic designer. I think that my main success in this project came from my perseverance and drive to create a premium product, regardless of how much work it took. I feel that I have succeeded in delivering a fun and educational game that I would have wanted to play when I was younger. My main obstacles during this project included my lack of experience as a game developer and my lack of inherent artistic ability.

Part B

My group accomplished exactly what we set out to do at the beginning of the fall semester with our original project proposal. We have created a fun and inviting educational game about biology that is accessibly, cleverly, and thoughtfully developed. The small details shifted and changed as the semesters progressed, but all in all, we are very satisfied with where we have left the project at this point. After nearly 5 years of college at this point, I have had my fair share of group projects and would like to think I know how to effectively make the most of these opportunities. Thankfully, the group dynamic of this project was much more of a benefit than a downside. My team enjoyed many collaborative work sessions that allowed us to make progress on the project while growing closer as a group simultaneously. I learned that when working on a team, it can really help if each member has a pre-existing personal friendship with each member of the team.

While most of the aspects of teamwork that I experienced throughout this project were positive, there were a few very limited downsides. The biggest drawback that we experienced as a group while working on this project was lining up the fairly busy schedules of our 4 members to find time to have consistent meetings regarding the project. It was also tough to have frequent in-person check-ins regarding the status of different parts of the project when the four of us were in mainly different classes. I would like to think that my contributions to the project were overall in line with 20% - 25% of the total work done, which I and my team are personally satisfied with. I will be the first to admit that I am not nearly as gifted with game or software development as the other three members of the team. To account for this, I made a strict effort to devote my efforts to other areas where I could make more of an impact throughout the project, which worked well with the rest of the group. David Lewis took the role of group leader fairly early on when we decided to go with his idea for our project. I believe he deserves special recognition for his constant dedication to researching the subject matter of our project as well as his consistent development efforts.