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SOS Game

When starting this project, I was familiar with C++, but I chose to do Java instead because the majority of software jobs require Java. To start the project, I didn’t understand how I would develop a game. Before creating the game, I had to understand how Eclipse and Java work. When creating this project, I gain how to create a GUI using Java. I learned how to do this project in Sprint, so I can separate my work week by week. By separating my work week by week, I have learned to refactor my code if I want to make any changes to any of my codes.

When I was developing my project, I did have a hard time understanding the project and for the game to do what it is supposed to do. Java is new to me, the project may run well, but it doesn’t mean that the code is implemented right. Such as, creating the game board canvas and giving the radio button its action. After looking at the Tic Tac Toe as a reference and on YouTube, my project is doing what is required. The code itself is not perfect, but it can do better in recording the game. The game itself does notify the user about a winner and tells the user that there is also a draw in the game. It is not perfect to record the game. My Junit may not be implemented correctly. My programming may be working well, but it does not mean that it is implemented right.

My process to develop this project was inconsonant and untidy. I didn’t know what to expect when creating a game and working on it through sprints. If this was a real job, I would not expect my boss to keep me on the payroll. I would avoid doing a certain task and wait last minute to do any of it. When it came to Sprint 1 to Sprint 3, my project was messy, and it was also unorganized. There were moments when my Sprints were not completed all the way through, and I left some of them blank.

If I were to start from scratch to create a new game, the first thing I would do is create a workflow. I need to organize myself and plan out everything I would do to develop my game on time and make it work correctly. I need to understand the plans that I set for myself to make sure that the project will be done on time. I also need to understand when it is a good place to be ‘done’. The task that should be completed during that time is truly done. Such as, the features are implemented, the unit test is passing, and the documentation is up to date. Also, try to avoid multitasking. Multitasking will push me back more. I would try to reduce any task that I have due at the same time and try to control it. I will make sure I see that my work is visible. To make sure that my task is done, I need to make sure that my work is being done and is also shown that it is done. This kind of workflow may not be perfect at first, but if I were to discipline myself and focus on the work that needs to be done. My project will be completed, and it would be organized the way I want it to be done.