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CS230

The Gaming Room client sought to create a web application that would allow teams to input their answers based on what they observed, similar to the 1980s game "Win, Lose or Draw." Initially available on Android, the client wanted to expand to a web application to reach a broader audience while staying within their budget.

I believe I excelled in understanding and expressing the client's vision for their game, particularly the main requirements. Grasping these requirements was crucial during the development process. Providing a clear list of these requirements helped me understand the scope of work. Although I feel that much of my work needs extensive editing, one area that stands out is my understanding of the pros and cons of developing for different operating platforms. This understanding is essential as it highlights key considerations and potential challenges.

I interpret the user's needs as something I need to keep at the forefront of my mind. Continuously asking myself how users would react to my design decisions is crucial. Adopting a user-centric mentality ensures that the project remains user-friendly. If the software is too difficult to use, it will attract less traffic, and the client will lose money trying to maintain the site.

When designing software, my primary focus is on making the project storage and memory efficient. Resource-intensive software can cause significant problems. One strategy I use is writing out pseudocode to clarify my thought process and plans, allowing me to create an efficient design. Additionally, running unit tests and debugging the project are crucial steps in the development process.