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Summary

During the course of the project, I was officially the UI designer and graphic designer. However, for the majority of the time, I was skipping back and forth between different positions and helping where I could. Towards the start of the project, I helped out with coming up with a basic flowchart for our game. I also helped to write the project description and tested out several different pieces of our checkers game.

Towards the end of the project, when the game was nearly done, I was able to program the Boolean functions involved with the title page. Melissa designed and programmed the title page, while I worked with the buttons, Start and Instructions. The goal, for me, was to click on either button to either start a game of checkers or see the instructions. Since Kevin was still working on the game, I wasn’t able to put the title page together with it, so I tested out the Booleans associated with each button. I had a Boolean called Start and a Boolean called Instructions, and both started out as false. But when I clicked on the Start button, for example, the Start Boolean turned to true and I was taken to a green screen. That signified that everything was pretty much in order with the Booleans and there would be few problems integrating the start page into the final game.

As a whole, the project went very well. Despite a few disagreements, as a group, we were able to overcome those issues and continue working. Also, despite many bugs and programming questions, our group was able to work past these issues and come up with a final product. Although we lacked the experience to program a flawless checkers game, we were able to persevere and create our own solutions to the issues that came up during the course of the project. The one thing that our group could have done better would probably be to more evenly divide the work. In our group, Kevin was the one who did the vast majority of the programming, which was definitely unfair to him. If the rest of us had been able to chip in and help, we would all have been familiar with the coding process and the ideas behind the game.