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Ms. Gerstein

Technology A 7/8

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Role Summary

My role in this project was Quality Assurance tester. My job was to help the programmer to create functional code and keep track of bugs. Since my job was to ensure that the code worked correctly, I gave suggestions for how to organize the code, input my ideas on how to work around issues, and made sure that all code was shared with the group. For example, when our code became so long that it was hard to manage, I suggested that classes be put into tabs so that the code was easier to look at and edit. Also, whenever changes were made to the code, I made sure that the new code got synced and uploaded to GitHub as soon as possible.

I was also responsible for keeping track of bugs in the program. Most of the time, when a feature was added to our program, new bugs came with the feature. It was very important to keep track of these bugs and make sure that we fixed them. Kaitlin and I entered the bugs into the issues section of our GitHub repository and commented on them and closed them as they were fixed. Bugs such as checkers being able to move backwards and forwards, being able to move vertically, and checkers being able to touch each other were all addressed and recorded in GitHub. As Quality Assurance tester, I played the final game and pointed out a few measures that could be taken to clean up the program. My role collectively was very important as a support and an advisor to the main programmer.