Kevin Sturr

Ms. Gerstein

Tech 7/8B

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Individual Analysis

I was the main programmer for the final Junior Technology project, creating most of the code for the game. As the programmer, it was my job to make sure the coding of the final game worked effectively. I was also in charge of ensuring that different components created by each member were incorporated into the main code. I created the checkers game while my group members compensated by covering other areas of the project, such as the description, flow chart, bug tracking, and starting screens.

While coding our game, Chan’s Checkers (a game of checkers with the cuteness of Kaitlin Chan), there were definitely many unexpected struggles we encountered while programming. Although creating the pieces was not that difficult, the move, jump, and removal functions were definitely the hardest part of coding the game. I probably spent about fifteen hours outside of class working on making the code function correctly and fluently. I also came in during co to work on the project and invested an immense amount of time during class to complete the project. After an immense amount of time and effort, my dedication paid off. With the help of the wonderful Ms. Gerstein, I created a functional game of checkers of which I am very proud.