Luigi Siopongco

Ms. Gerstein

9/10 B Tech

27 January 2014

Overall, I really enjoyed the project. I thought it was a pretty fun experience after everything is done, but it was pretty stressful doing it at times. My original plan for a game became too difficult for me to accomplish as I went along the code so I had to drop it and create a new game. The new game I made was a lot easier to code but at times there was some difficulty to get it to work. Luckily other people in class and my group assisted me with the questions that I had on my code. I personally felt though that the timing with midterms and the problems with coding was pretty bad as well because there were times where I needed to prioritize one over the other or when I had to do coding for hours and could not study. However, now that everything is said and done I have a feeling of accomplishment over my work and my groups work together. It was a fun experience working together on this project because it was work, but it did not necessarily feels that way because we were making a game. My role as the beta tester was fairly simple since Sehmon fixed most of the errors and assisted us with the making of our codes so there were not really any bugs at the end. Although I was a beta tester I felt more prioritized in helping make my part of the code than my main role. Though, I did ask people what bugs they came across for me to list in the bug report sheet. In my opinion, I would wish that we could do the project again or continue this class into the next semester.