Readme Software engineering Project

Software Engineering was a very fun class for me personally as it was essentially a semester of being a ‘developer’. The premise of software engineering as a class was that the each group had a client (the Professor) who was asking for a game to be created for younger children to be introduced to math or spelling. My group obviously chose math and we had the rest of the semester to develop a math game in unity while using actual development tools and workflow. For example we used the agile workflow which was extremely useful to learn as I now use it in my internship.

I chose this project to add to my portfolio as it shows more developer skills than just coding. It also shows the ability to work with a team, time management and modern-day workflow.