Katarina Hermanova

Ms. Gerstein

Intro To Programming 7/8

27 January 2014

My role in the lolNintendo organization’s final project was project manager. As project manager it was my job to ensure that the project be finished on time and the group members do their jobs. It was also my job to document the project and help where necessary. Although I tried my best to fit this role, I was not very successful. Our group did not communicate very well and we were very much divided on the project where some members were working on their own code or did not even know what our project was composed of. I attempted to fix this schism in our team through a group meeting during class. I decided to do this after realizing that one of our group members was working on his/her own code for our game, and the other was looking at images that we did not need, while I worked with another member on the basic code for the game. At our meeting, I discussed the importance of working together efficiently and how we had to make good use of our time so that the project would be completed on time. Each member was given a task, yet some tasks failed to be completed.

I feel that Matt and I did a majority of the project, and that although the other members of our group contributed images and explored code, we did not communicate and contribute equally to the actual code. For this reason we are having trouble with the due date. This past weekend I talked to Matt but neither of the other members contacted with either of us, or worked on the code. I emailed Ms. Gerstein and spoke to her about this issue on Friday, and we received an extension for Thursday.

I wrote the code that added all the images to the game, and their changes. I also made a majority of the classes and called the functions in them. I also created the Bug Report and flow chart with Matt’s help and all the lives in the game. Also, I helped fix bugs in the game. I spent an ample amount of time on this project, many hours of work. I believe the plan for our game creation was well structured, but group compatibility did not go well with it. The fact that we wrote a very basic code with simple shapes representing images made it very simple to add the images of the characters and background aspects in the end, and there were only a few glitches. The main issue faced was making the lives accurate. I also believe that the group could have communicated better and contributed more evenly to the project. This would allow for the project to be finished with more effects, on time if not early, and our work flow would have been much more efficient.