

Capstone Assessment

To me, the senior design project is a capstone project that allows students to showcase their abilities and what they have learned during their time at the university. Specific to computer science students, it allows us to put to use the skills we have developed over the course of our education. It is an academic culmination of all the courses that have impacted us and allows us to share what we have learned in a way which cannot be reflected simply through taking a final exam. The capstone's purpose is to demonstrate that, after years of schooling, we are ready for meaningful work in our field. This project consolidates all our years of learning into one final showcase to transition from academic life to the real hands-on world. It showcases our devotion to our craft and allows us to demonstrate our expertise in the field we chose to study.

Throughout my time at UC, I have taken a number of courses which have provided me with the skills I need to be successful in the real world. One such course is CS 2028C which teaches the core data structures utilized in programming. Another course that had significant impact was EECE 3093C which taught the formal methods of software engineering including design, testing, maintenance, and the overall lifecycle of software. The CO-OP program at UC also played an incredibly significant role in my development as a student. For the entirety of my time as a student, I was employed as a software development intern at Siemens. Most of my time was spent under a research and development team where I was able to hone my skills to the level of pushing boundaries with modern technologies.

Ever since I was a child, I have been enthralled by the idea of game development. I am highly motivated to pursue this project as it aligns with what I want to do from a personal standpoint, as well as helping hone my skills from a professional standpoint. Game development is a craft near and dear to my heart, so to be able to work on it is very exciting. I also enjoy that it will be done in the context of a graded course where I will have accountability from external factors. Unlike a personal project which is almost always self-motivated, a school course will allow me to focus on deadlines as well as developing meaningful skills. I am very motivated and excited to begin work on this project.

My preliminary approach to designing a solution is to take a look at the problem head-on and understand the root of the problem. Problems can be fixed temporarily by applying short-term fixes akin to a bandage. To truly solve a problem, however, one must look at the root causes and understand how an issue could come to be in the first place. From this project I expect to develop a functional game which brings enjoyment to those who play it and creates a general sense of wonder and fun. To self-evaluate my contributions, I will ensure that the team is following the schedule we created for ourselves and ensure that we are meeting any and all goals we initially set for ourselves. If I have done a good job, it will show through the simple facets of gameplay being enjoyable.