I presumed the role as the Quality Assurance tester. One aspect of my job was to keep track of all bugs on GitHub. Another duty I had was to make sure that all of the team coders used good programming practices. This means that the code was very organized due to the use of variables, functions, arrays, and other similar concepts.

Constantly, I tested the code for bugs. Luckily, there were very few to describe in the Final Bug Report. Initially, in order to help my team progress, I found images for our game. I used my time to make a flowchart and the very first part of the code. Originally, I had constructed a car class, although there was a glitch in the code and it had to be replaced. It was an array of red cars that moved across the screen with set locations and velocities. Also, I started a clear, detailed flowchart; however it was not used in the final document.

In my opinion, the main coders did an excellent job at working extra hard to complete the game without any bugs. Everybody stayed on task and always did whatever they could to help with the game. There are a few things I think could have gone better. For one, we could have doled out more fitting roles to individuals. A few arguments broke out because of this and slowed down the game making process. In short, I think out team could have worked more and quarreled less. Overall, we did a fantastic job on our game.