CS-499-11429  
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3-1 Journal: Marketing With ePortfolios and Artifact Update

I plan to utilize my ePortfolio to showcase my skills and experience, which will help with self-promotion. Being able to utilize my ePortfolio to showcase my best work can help potential jobs to take notice of my work. I plan to mitigate risks while maximizing the marketing potential of my ePortfolio by ensuring I choose a platform that can help showcase my skills and one of the most important aspects I was reading about involved ensuring your ePortfolio stayed up to date, clear, and concise. I think there will always be risks to showcasing your projects on your ePortfolio. I would say although a big risk is you potentially having someone taking your intellectual property that is something you must be aware of when you post anything online sadly. I would one major risk when uploading your projects / personal work is having a glaring mistake in your work that you missed that others potentially pick up on. Which could potentially hurt your chances of being hired.

Currently I feel I have achieved three course outcomes. “Employ strategies for building collaborative environments that enable diverse audiences to support organizational decision-making in the field of computer science.” I feel my ability to make my code clear, well commented, and clear to understand helps promote collaboration, my detail to how the game systems work and ensuring that a wide audience can understand the game systems. “Design, develop, and deliver professional-quality oral, written, and visual communications that are coherent, technically sound, and appropriately adapted to specific audiences and contexts.” By ensuring that my games enhancements are clear, well commented, and the games goals are well communicated. I also was able to showcase my technical documentation of how the game would work and have a clear and effective user interface design. “Design and evaluate computing solutions that solve a given problem using algorithmic principles and computer science practices and standards appropriate to its solution while managing the trade-offs involved in design choices.” I feel I reached the expected outcome by ensuring that I came up with good solutions to the inventory system and inherent checks throughout my code which helps demonstrate strong use of data structures and algorithms.   
 I feel I still must work on the following course outcomes: “Demonstrate an ability to use well-founded and innovative techniques, skills, and tools in computing practices for the purpose of implementing computer solutions that deliver value and accomplish industry-specific goals.” And “Develop a security mindset that anticipates adversarial exploits in software architecture and designs to expose potential vulnerabilities, mitigate design flaws, and ensure privacy and enhanced security of data and resources.”

**Provide an update to your instructor on your progress with each category of artifacts for the ePortfolio:**

Software design and engineering – I have completed the transition from python to java utilizing android studio and I am extremely happy with how it turned out. I reached my expected outcomes and I feel I was able to really showcase my experience and skill with android studio.

Algorithms and data structures – I have the systems prepped and have a strong idea of how I am going to convert my current room system to a randomized outcome. I have not worked much on the timer outside of the idea of where it will be visible in game, so the user has a clear understanding of its purpose. As for the randomization of rooms. At first, I was going to just add a ton of rooms and select from there but that fundamentally does not work as I need to also randomize the direction to other random rooms. So, I need to randomize not only the rooms but the map layout. I have an idea of how I will do that but still working on enhancement one.

Databases – I have not made much progress on the database yet, I have very much focused on Software design and engineering and prepping Algorithms and data structures. I created the technical Leaderboard menu within my game application and the menu is functional at the minimum level currently.

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| Status Checkpoints for all Categories | | | |
| Checkpoint | Software Design and Engineering | Algorithms and Data Structures | Databases |
| Name of Artifact Used | SpaceShip Escape!!! | SpaceShip Escape!!! | SpaceShip Escape!!! |
| Status of Initial Enhancement | Initial Enhancement Reached and met expectations. | Not coded yet, but plan is in place. | Leaderboard developed. Database Chosen not in use yet. |
| Submission Status | Submitted | Not Complete | Not Complete |
| Status of Final Enhancement | Not Complete | Not Complete | Not Complete |
| Uploaded to ePortfolio | Not Complete | Not Complete | Not Complete |
| Status of Finalized ePortfolio | Not Complete | Not Complete | Not Complete |

I have no concerns currently with my enhancements, I feel I have a strong understanding of Software Design and Engineering, and Algorithms and Data Structures. I am nervous with databases as I encountered several issues implementing the database into android studio in my last class, so I am hoping I grow a better understanding during the coming weeks. I will make sure to contact you if I have any questions, concerns, or issues. Thank you so much.