Part one

1. Identification and Description of Each Technology

The two disruptive technologies I chose are Cloud Computing and Augmented Reality (AR).  
  
Cloud Computing revolutionized how data is stored, processed, and accessed. By moving from local infrastructure to distributed cloud platforms like AWS, Azure, or Google Cloud, individuals and companies no longer need expensive hardware or on-site servers. This democratized access to computing power and enabled rapid application development, scalability, and global accessibility.  
  
Augmented Reality (AR) blends the physical and digital worlds by overlaying virtual objects in a real-world environment. Technologies like ARKit and ARCore allow developers to create interactive AR experiences in industries such as healthcare, retail, gaming, and education.

2. Likely Impacts on Computer Science or My Career

Cloud computing will continue to be foundational for scalable and cost-effective software solutions. As someone aspiring to be a developer, understanding cloud architecture, deployment pipelines, and serverless models is critical for building efficient apps. Meanwhile, AR is increasingly integrated into mobile and web development, and it will open career paths in UX design, 3D modeling, and immersive app creation. Both technologies motivate me to explore certification in cloud services and AR frameworks.

3. Impacts on Humans, Communities, or the World

Cloud computing empowers startups, schools, and nonprofits by reducing the cost of entry into the tech space. It also enables remote work and global collaboration. AR, on the other hand, enhances human experience—from aiding in surgery to enriching classroom learning with visualized concepts. Both technologies have the potential to close educational gaps and expand access to services across underserved communities.

4. Course Outcomes Achieved and Remaining

I have achieved outcomes in:  
- Software design and engineering through my structured Unity game development.  
- Algorithms and data structures by refactoring and improving roll logic.  
- Basic database functionality through file-based logging.  
  
Remaining work includes:  
- Final polish of all enhancements.  
- Adding strong reflective documentation to explain design decisions and impacts clearly.  
- Ensuring full alignment of the ePortfolio presentation with career goals and industry expectations.

Part two

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| Checkpoint | Software Design and Engineering | Algorithms and Data Structures | Databases |
| Name of Artifact Used | Craps Game Project | Craps Game Project | Craps Game Project |
| Status of Initial Enhancement | Completed code cleanup, improved naming, separated logic into smaller classes for better structure and readability. | Refactored dice logic, improved condition checks and used structured loops for clarity and maintainability. | Replaced SQLite with CSV logging to store and track player results, timestamps, and win/loss data. |
| Submission Status | Submitted in Milestone 2 | Submitted in Milestone 3 | Submitted in Milestone 4 |
| Status of Final Enhancement | Final polishing in progress: adding comments, ensuring Unity functionality and responsiveness. | Minor testing planned to optimize roll logic; adding comments and Javadoc-style notes. | Final polish includes formatting CSV output and adding file error-handling. Will write summary log reader script. |
| Uploaded to ePortfolio | Complete | Complete | In progress – file read/write functions tested, final explanation being written. |
| Status of Finalized ePortfolio | Still organizing content and styling. Enhancements are mostly done, now focused on presentation and alignment to outcomes. | Still refining layout and visuals. Working on summaries that explain my logic clearly to non-technical viewers. | Final wording in progress. Will include a sample CSV and code explaining how the data supports player analytics. |