Final Self-Assessment

A.

My individual contribution to the project would be the technical side of things. I worked with my teammates to implement ideas we had into the actual game. My role within the team was to help with the front-end design of the game. The game was primarily programmed in JavaScript which is something that I already had experience with. As my team and I worked on this project. I was able to build on my web development abilities.

I think a major success would be getting the game to be easily navigable. Our game was able to perform to our expectations and we were able to implement all the ideas we had about the design. An obstacle I had while working on this project is mainly time constraints. While this project was going on, I had to attend to my responsibilities for my other classes as well. This sometimes caused a time conflict for the time I was supposed to work on the project. However, due to my time management, I was able to find balance to work on the project. Another obstacle would be developing the actual game. I was able to get through this obstacle by working with my teammates and get their input on the coding aspect.

B.

Our group accomplished creating the game to our ideal expectations. I learned that we worked well as a team together. Some aspects of teamwork that were successful is that our weekly meetings were very productive. Once we got together, we were able to communicate efficiently on what needed to be done. An aspect of our teamwork that was not as successful was our time management skills to work on the game. A large amount of time was spent on documenting and researching our project and more time could have been allocated on working on the game. However, I do not believe our time management skills were that unsuccessful because we were able to finish creating the game.

I think our teammate, Ragu Neopaney, deserves special recognition. Ragu took the lead on programming the actual game and helped us with any questions we had. He came up with the technology stack that we needed to create the game. I think Ragu's knowledge of web development was very vital in completing this project.