

A major portion of my individual contribution to this project included designing the game and how the user interface was supposed to look. I coordinated each meeting, and I also procured all the assets and made sure all assets were the proper size. I also helped a bit with the scoreboard. I was in charge of most of the documents and I designed the poster from scratch as our group did not see a template (It was later told to our group by another group at the expo that a template was provided). I also designed a couple of features that we did not have time to implement, such as a memo functionality, which would let you mark tiles where you think bombs are. I applied and built upon the skills identified in my initial assessment from last Fall. As the person in charge of game design and project management, I drew on several key skills and knowledge areas that I had identified in my initial assessment. One of the most important skills I used was my ability to work collaboratively with others. Throughout the project, I worked closely with my team members to ensure that we stayed on track and met our deadlines. I also made sure to communicate effectively with everyone involved to ensure that we were all on the same page. Another key skill I utilized was my knowledge of game design principles. I applied my understanding of user experience and game mechanics to create a game that was engaging and fun for players. Additionally, I drew on my project management skills to ensure that we stayed within our timeline.

In my senior design project, I experienced both successes and obstacles. One of my successes was ensuring that the project was completed on time. As the person in charge of project management, I worked closely with my team members to make sure that we stayed on schedule and met our deadlines. This involved setting clear goals and timelines, as well as monitoring progress and addressing any issues that arose. Another success was designing the game to be fun and engaging for players. Drawing on my knowledge of game design principles, I was able to create a game that was both challenging and enjoyable. This involved carefully balancing the difficulty of the game with the rewards and feedback provided to the player. However, one obstacle that we encountered was the time constraints we were working under. Due to the limited time available for the project, we were not able to implement all of the features we had planned for. Specifically, we had hoped to include a memo functionality in the game, which would have allowed players to mark the bombs as they played. However, due to the time constraints, we were not able to implement this feature. Overall, while we faced some obstacles during the project, I believe that we were able to overcome them and produce a successful game. Through this experience, I gained valuable skills in project management and game design that I will be able to apply to future projects.

Our group accomplished a lot in our senior design project. We successfully designed and developed a fun and engaging game within the constraints of our time and resources. As the person in charge of game design and project management, I worked closely with my team members to ensure that we stayed on track and met our deadlines. I also helped to coordinate communication and collaboration among team members, which was key to our success. Through this project, I learned a lot about group work. I learned that clear communication and effective collaboration are essential to achieving our goals as a team. I also learned that it's important to understand each team member's strengths and weaknesses so that we can allocate tasks and responsibilities accordingly.

Overall, I think that the aspects of teamwork that were successful included effective communication, collaboration, and leveraging each team member's strengths. However, there were also some aspects of teamwork that were not as successful. For example, we could have done a better job of identifying and addressing issues as they arose, rather than waiting until they became bigger problems.

In terms of comparing my efforts on the project to those of my teammates, I believe that we all worked hard and contributed in our own ways. While I was responsible for game design, graphic design, user testing and project management, my teammates contributed to programming. I think that we all learned a lot from each other and worked well together to create a successful project. Yes, in light of the fact that Ragu did a majority of the programming work in our senior design project, I believe that they deserve special recognition. Their hard work and dedication were instrumental in bringing the project to fruition. Without Ragu's programming skills, we would not have been able to create the game as we envisioned it. Overall, I think that our success as a team was due to the collective efforts of all team members. While Ragu's programming work was certainly crucial, I believe that each team member deserves recognition for their contributions to the project.