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Technology

Gerstein-9/10B

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Summary

My role in our group was to be the user interface and graphics designer. In the beginning of the project, I coded both the start screen and the menu screens. They both correspond with the integer “phase.” When phase equals 0, the start screen shows up; when phase equals 1, the menu screen shows up. After I coded those, I made the flowcharts for the start and menu screens and also the one for the “void draw” part of the code. In addition to that, I also learned how to merge branches, did all the merging, and helped other people learn how to do it.

One thing that my group did very well was time management. We made sure to make all the deadlines that Kathryn, our project manager, set for us. Also, we divided up our jobs well and made sure to have every aspect of the project. For example, after I finished my part of the code, I started to help Luke with his part of the code (the store) and made all the flowcharts. We also worked on consistently every day we had time to work. This is shown by our commit history. Finally, we cooperated really well with each other and were able to get lots of things done.

As for things we did not do so well, Kathryn, Luke, and I could have spent more time outside of class working on the code. Max was the only one who worked on the code on the weekends. Even though we are not and never will be as good as Max at coding, we should have spent more time trying to help Max with some of the code. Had we done this, we also would have been able to learn more about Processing. That way, we would have been able to understand the code a little bit better and it would have been easier for Kathryn to put in comments on the code.