Kathryn Vera

Ms. Gerstein

Intro to Programming 9/10 A

24th January, 2014

Kathryn – Individual Summary

In this Intro to Programming final project, I had Luke, Max, and Alex in my group. We divided the jobs that were necessary and I was chosen as the project manager and UI (Alex was the second UI, we worked together). However, throughout the course of the project I would aid anybody who required assistance. Also, in the very beginning, I helped come up with the idea for our game; I proposed it as a compromise between all the differing opinions of the group.

As project manager, I documented every single day we worked on the final project. I included a progress report as an .md. This .md listed not only the dates that we worked on the project, but our jobs, the plan for that specific day in class, and also what was accomplished that day. If any of us worked on the code or documentation outside of class, I recorded it. I made sure to help Luke with the bugs/glitches documentation (because he was our “bug fixer”), and I also gathered all pdfs, or documents needed in our overall documentation folder.

AS UI, I coded the launch screen in our project. I created the particles class, chose all the images needed, and then displayed it as it is now. I also commented all of the classes and code in our program. Max had forgotten to comment as he worked, and so I went through and commented everything within it. The commenting really helped me understand some parts of code I was unsure of before, and so I believe it was not only a good contribution to the project, but also helped my understanding of processing more.

Additionally, I created the flowchart for my portions of coding and ensured that everyone else in the group did so as well. I helped Alex and Luke edit their first drafts until they were suited for the final draft. I also uploaded all of the flowcharts and individual summaries, and created the project descriptions. I included the instructions .md as well, and typed the whole thing at home.

In all, I believe the project went very well. Our group got along very well, and we listened to one another well, and honestly took into account everyone’s ideas. We came across few bugs surprisingly enough, and although Max was the obvious master at coding out of all of us, the rest of us still did contribute coding to the overall game. It may not have been as complicated, but it definitely was our best. Nevertheless, that is definitely the one thing we could’ve done better. We could’ve tried and not let one person, even though he was the code monkey, do so much of the coding. Max did so much because of his skill, and although he enjoyed it, the rest of us still wish we could’ve contributed more.