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Technology III

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Final Reflection

Reflecting on the final Project, I felt like I was a valuable asset to our team. At the beginning of the process, I worked on the project description, and took it upon myself to keep updating our description as our game developed and evolved. I also created two characters in Photoshop which were supposed to be in the game. However, only one of the characters I created was used because we ran out of time. As well as this, I tried to stay up to date with documentation as well as seeing that my personal work was being finished in a timely manner. I think that it was important for me to do this because I did not want to slow the team down.

Being the QA, I checked the code as we went along, and tested to make sure that each step was in order. I sat beside Tim a majority of the time to do my best in making sure what was put into the game was working. Our game took a lot of code, and it took a lot of testing to make sure everything was working up to par. After each snippet of code, we would test to make sure that the snippet worked inside the context of our game. Personally, I helped to code the platform and made the platform class that was edited and created for our game.

I thought we worked ok as a team. We had a hard time finishing the coding as we had big ideas. Tim and Jasmine were our primary coders, and they did a lot of coding because of this. At the same time, Rebecca, Chris and I all worked on creating characters and backgrounds and doing documentation. Unfortunately much of what we worked wasn’t able to be used because we didn’t have enough time. We tried to split up the work evenly. We all had different skill sets and all worked hard at our parts of the project, which is what made our process successful. However we couldn’t finish the game entirely and left out parts of the game.

I think what we could have done better was choose a more realistic game option. Choosing a game similar to Mario, we knew that we chose a complex game. We also included characters, which added another complex twist to it. Overall, there was a lot to be done, and although we had a lot of time it was still a strenuous process. I think it would have been better for us to just choose something a little bit simpler and make it really good. We may have bit off a little more than we could chew.