Ashley Smith

Mrs. Gerstein

Intro to Programming

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My role in the group was the project manager. As the project manager, I ensured that everyone was doing their job and helped where necessary. I frequently reminded everyone to save their progress on GitHub and tried to keep the code as organized as possible. This was challenging because not everyone in my group was very comfortable using GitHub so I spent a good deal of time organizing folders and branches as well as manually merging code. Ultimately, I put all the parts of the code created by different people together into one folder.

On top of my general role, I programmed a good portion of the game. I programmed the start screen and the character selection screen. I created the Start class, the CharScreen (character Selection Screen) class, and created all the code in the Space\_Invaders tab that relates to the introduction screen (probably about half of the code in the tab); the other half that relates to the game itself was created by Omar. I also coded the functions to make the buttons on the Character Introduction Screens, which take you to the game, and made sure that the code properly took you to the game.

I think that the majority of the coding went pretty well. Everyone in the group worked hard to make the code work and fix bugs when they appeared. We also worked well together and tried to help each other with problems in the sections of the code that each of us was coding. However our group could have improved on the organization of the code, as there was frequently multiple copies of very similar, if not the same, code. I tried to merge and delete branches when this happened, but it still happened more than I would have liked.