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Mrs. Gerstein

Intro to Programming

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My role in the group for the final project was QA (Quality Assurance) Tester. As the tester for the group whenever a group member finished code they were working on I would then promptly check and run their code to look for bugs or any other problems. Then I would try to fix the problem myself or cooperate with the team member or the team to solve the problem. Even before they committed and needed assistance I would go over and aid in their part in the game’s code. I assisted when they needed help with an error or just overall support in their own respective parts of the code. Most of the time during the project I was assisting in others code so there would be a lesser chance of a bug later on. Also this gave me a greater prospective of what everyone was working on which helped greatly because knowing who was good at what made working on selective things easier. Knowing Tizzy was good at Photoshop saved a lot of time after I found appropriate pictures for different parts of the game. Knowing Ashley was good with Github we tried to leave the merging with her so we did not have huge issues. Then any main coding problems were brought to Omar and such. I came up with the details that the overall theme needed. I wrote the code to connect the second page with the five hero options. John and I wrote the Upgrade shop, however, that is not being used. I tried to assist Omar but since he knew the games code the best I let him take charge. I helped wherever I was needed to provide the best quality code. Whenever a bug was found and then later fixed I recorded it in the bug report. I really enjoyed the team atmosphere that was present while working and I would be glad to work with my teammates again. The Space Invaders code should be better but that is not fault to anyone due to the complexity needed to make it run. Thinking this far ahead to realize that it would be this hard would be the only other thing.