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Teachermon Personal

As project manager of my group, it was my responsibility to take care of all of the documentation for our project. Even though I didn’t do much coding, the majority of my time was invested in creating and updating our group’s flowchart and writing the project statement. This was no easy task due to the complexity of the game and the amount of changes that were made as the project progressed. Because of this, I was constantly running through the game to make sure that our flowchart was consistent with our actual program. Luckily, I was able to devise a flow sheet design that worked in a cyclical manner as the game cycled through different levels and used the decision boxes to outline any major changes between the levels. This feature made the flow sheet similar to the program because the program’s structure allows certain aspects to be recycled as the levels changed even though others are altered.

Our group worked very efficiently and productively on our Teachermon program. Each member had a very specific role which meant that each job was taken care of without occupying multiple members’ attention. Even though each member had a specific task, we all collaborated on the overall design and features of the project like the teachers and their moves. This made our project collaborative but not jumbled because we all had a clear job. The only improvement I would have liked us to make would have been to have been more Github oriented in our code development. Other than that, our project was a success.