Austin Mathew

Ms. Gerstein

Technology ½ A

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Teachermon Personal Statement

In my group of four people, consisting of Brandon Ho, Andrew Jordon, Justin Sitler, and myself, we created a game called Teachermon. In this game, the player or the “student” is going through all four years of Magnet High School, battling various teachers he or she would encounter during their time there. This project was done by dividing up the tasks necessary in order to finish this project efficiently and in a timely manner. Brandon was the Code Monkey, while Andrew was the Project Manager and Justin was the Graphics Designer. As for myself, I took on the roles of being the Quality Assurance Tester and the User Interface Designer. Being the Quality Assurance Tester required me to ensure that the user experience of the program would be optimal. In order to make that happen, I would have to test the program out multiple times, documenting any bugs that occurred and either fixing them myself, or getting someone else to fix them. Being the User Interface Designer was another role that I had in this project. This job was a hard one, as it encompassed obtaining music for the game. This was difficult because it was somewhat challenging to find music that had been extended past its normal runtime, meaning it looped within the actual file. We could have looped the song inside of processing, however, I felt that it would run more smoothly and sound more appealing if it was just one long file. Along with this task, I also coded the Intro scene, which was a video I created, and the Credits scene.

In all, our group worked very well together in the making of our Teachermon program. Each member did his job to the fullest of his ability without hindering anyone else, ensuring that the project get done as efficiently as possible. Though we all had specific roles, we still helped each other with auxiliary tasks such as finding music and cropping sprites. Overall, I feel that this project was a success and had a great time doing it in the process. The only thing that would have made the experience even better would have been to be more knowledgeable in GitHub, so that the project could go more smoothly. But other than that, I feel that our project was a great achievement .