Individual Analyses

Claire Heffernan

I was the Project Manager in my team. I tried to coordinate everyone and give people deadlines for when to do things, and I personally worked on anything that I felt needed to be done first. I called and messaged people to tell them what they should do, and I worked on what people needed help on.

I worked on various parts of the code. First, I worked on the Project Description, along with the rest of my group. This is how we determined the workings of our game and a basic idea of how we would code it. Then, I wrote a lot of the start screen code, and I co-wrote the initial flowchart with Michael. I worked on the card pile class, which selects the cards involved in the murder and selects cards to be distributed to the players. I also made the end screen. Lastly, I added to the flowchart to make it final.

I think we did a good job coding, and that I learned how to apply my knowledge of ArrayLists, classes, and other techniques in ways that I didn’t know before. I also think that our idea is good, and that it challenged us while staying within our abilities. I think that our group was good at discussing the code and how things would be done. Finally, we accomplished a working game that we are proud of sharing with you.

On the other hand, I think that our group suffered from not executing tasks in a timely manner. Once we started having to code, I think that certain members of the team immediately stepped up and worked very hard, while others kept putting off their tasks. I would love to say that we were done a few days before the midterm, but that was not the case, and it would have been difficult to finish the project while doing a good job if we had not had an extension. Overall, I think that our group work could have and should have been a lot better.

Ruthy Levi

For the final project, my role was the Bug Tester. I had to test codes as functional parts became available, but unfortunately, they didn’t become available until almost the very end. I also had to keep track of bugs that were found and fixed in a bug report. Last but not least, I had to ensure the Code Monkey followed good programming techniques.

In order to move the project along, I assisted on many individual parts of the project, ranging from helping create the actual board game, to helping code parts of the game. During the beginning, Claire and I went and took pictures of the rooms we ended up using in the game. I also typed up a good chunk of the project description and added comments. One of the parts of code I contributed to was the Card Pile class. In this class, there is an arrayList in which what cards to get and remove would be determined, therefore deciding whether or not those conditions met the murder conditions. The characters, weapons, and rooms were all added to the card pile.

Aspects of the project that went well include team cooperation, coming up with clever ideas that met/went beyond the requirements, not getting distracted, and everyone branching out to help others in different areas.

What the team could have done better would have definitely been time management. We had difficulty completing everything on time, and ended up working until the night before it was due. Not only that, but we had trouble contacting people. That aside, I am very confident in what our group was able to accomplish under the circumstances and under time pressure and I hope you will enjoy playing our game.

Yolanda Zhou

My role in the project was Code Monkey. I was in charge of coding the majority of the game and really making everything fit together. I came up with the frame for how most classes should work. I also helped people when they didn’t understand how certain parts of the code worked, or when something they had tested gave an error message or produced a different result than what they expected.

I wrote the entire player class, which shows and moves the player and allows them to make suggestions and accusations. I also made the board class, which displays the board and shows which directions the player is allowed to move in. I also created the card class, which creates all the different cards used in the game, and the computer player. This class included methods to move a computer, make suggestions, and make accusations. Lastly, I helped put everything together in the main code, and I helped make sure everything worked when put together.

I think our group did a good job coming up with an idea for this game. It was interesting to figure out how to program the various parts of this game that I played so often in my childhood. Also, I think we discussed how to code the different classes well. Lastly, I think we definitely went beyond the requirements to create a game that challenged us.

However, there were some ways in which we could have worked better. Mostly, people did not want to work, and they left a lot of tasks until the last minute. There was definitely a lack of communication that occurred when we were not in school, such as during the snow day. Also, I feel like not everyone contributed equally to the final product.

Overall, I am pleased with the game, and I hope you are too.

Michael Kelleher

My official role in the project was Graphic Designer, but I also spent a large amount of time helping out in whatever capacity I could. I was very involved with the start screen, where I was in charge of the aesthetics. Along with Claire, I programmed the scrolling instructions and the buttons to navigate through the start screen, and we wrote the flowchart together. I assisted Yolanda in the creation of many classes, such as helping to program the movement of players and creating the grid system to denote specific spots on the board. I collaborated with Ruthy and Surbhi on the design of the board. On my own, I programmed the note sheet function where users can mark off the potential murderers, locations, and weapons and made the teacher player icons. To do the former I created three stages for each item on the list. If the mouse is clicked inside the rectangle of one item, the stage number increases by 1until it hits 3, at which point it returns to 0. When the stage is 0, the item is white, 1 red, and 2 green. I also figured out how to add a more game-appropriate font to the program and came up with most of the weapons.

There definitely were elements of the project that went well. For example, we had a great concept, and most of us worked very hard on it. We were very lucky to have Yolanda, who helped all of us with our programming challenges. In that way, and others, we collaborated very well. On the other hand, there were things that could have gone better. The distribution of work was not equal. Yolanda did a whole lot of the programming. Me and another member of the group did most of the rest; however, the other two group members were hard to get to work and did very little. That led to some friction in the group. Also, we did not have entirely working code until the night before it was due. Different elements worked on their own, but everything did not fully come together until very late in the process. Overall, we came up with a working game, despite all its challenges, but we certainly could have worked more efficiently.

Surbhi Sheth

I was originally designated to be the UI Designer, but eventually got switched to be the Graphics Designer. After a few hitches, I managed to get the board done on time. I also worked on a little bit of coding for the AI, however by the time I got to make any substantial progress with that, that part of the code was already completed by another group member and I was not able to finish what I had started with it.

I had worked on the board for a little over a week, and it would have been completed much earlier had it not been for a short blackout on Saturday, which had unfortunately deleted my work. I started from scratch, and worked tirelessly to create a pleasant, aesthetically-pleasing board for the game. The group members all worked together relatively well, though there were a few problems in the beginning, and in the end we were able to stitch together a great game.

The actual conception of the game went rather smoothly, though the inner workings of it did not go quite as planned -- there were changes made along the way, but ultimately we were able to arrive at a unanimous decision concerning the game and its structure, and hence were able to make it work for our needs.

During the course of the later stages of production, the team was not as verbose with each other and there was a scuffle here and there. We didn’t work together nearly as well as we should have, and part of the blame for that falls on me. There were courses of action each individual member could have taken to have bettered the smoothness of this project, however they were not taken; regardless of that fact, our project ended up being fairly well done and I commend my team members for that. We all worked on it equally, and so it is only fair we share the credit.