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Ms. Gerstein

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Individual Summary

Throughout this project, I was diligent to get my group’s project done in time. In fact, I spent approximately two hours at home working on the core of this project, formatting the main screen and background of the game itself. Overall, I was in charge (or I took charge) of the background, main fret board, the creation of the notes, making the notes generate with a random number generator, changing the font, adding music, and adding pictures. This may seem like a lot, but once I came up with the idea to make a guitar hero game, I worked hard at home and at school to make my goal come to life. Because of this hard work, I ensured that the project would be done in time, leaving time to fix any necessary bugs and errors. The project was so successful that my group and I finished coding and finding the bugs that we completed the entire project with a lot of time to spare. I am very proud of my work ethics during this project, and I was very content with all of my group members’ input in the project as well. Without them, many things that give the game the personality and functionality that it has today would not have been completed.

In general, the project went incredibly well. As I mentioned earlier, my group and I finished our project, including the flowchart and bug log, early, allowing us to not have to stress as much as some of the other groups. I also think that it was good that though not everyone is at the same level of expertise in processing, we were all able to contribute our strengths and learn from each other, as well as learning new techniques, such as using libraries, adding music, or changing fonts, at the same time. There were some flaws during the course of the project, but nothing that we could not handle. For example, my group and I all struggled when trying to comprehend GitHub, and if we were to ever use GitHub again, I think it would be beneficial for us to obtain a better grasp of the website and application on our own time. Also, some of my fellow group members would get distracted with other work or websites, and though I was okay with working on the project on my own, I would have preferred to have had a little more help at times. In the future, I will try to speak up to my peers and get them to stay on topic rather than “goof off” or not pay attention. All in all, I honestly feel that my group and I did a great job, and I feel incredibly proud of the final edition of our project.