Kyrstle Solano

Gerstein

Introduction to Programming

14 June 2013

Over the past few weeks, Emma, Becca, Lia, and I have created a Guitar-Hero inspired game. The overall process went smoothly, and all members of our group worked on our project sufficiently. As for me specifically, I played the role of the QA bug tester. My responsibilities included testing the game, making sure the functions work properly, keeping track of the bugs, and ensuring that all of the members followed proper programming practices.

One of the first things that we decided on was the song. The beginning of the song had a few weird parts, so I edited the beginning. As far as coding, I helped provide the end of the game. Initially, the group was having trouble coming up with an ending, and the codes for the timer were not working properly. I offered to add a black rectangle that would cover the screen after the timer and the song ended. It worked. I further added a few aesthetics, such as the cartoon (which was previously edited on PhotoShop), the text at the end, and the instructions. Throughout the production of the game, I would check that coding was organized and accurate. Additionally, Lia and I helped coordinate the bug spreadsheet.

While the process did go smoothly, there were a few alterations that could have been made. Had we shared the coding on more than one computer, there would have been better work distribution among our group. Initially, we split the groups into completing separate tasks. A few would work on the spreadsheet, the flowchart, or the actual coding. However, after the easier tasks were completed, there was still a decent amount of coding to do, and all of the code was on one computer, making it difficult to ensure that all members were working at the same time. Furthermore, it would have been nice to have the notes coordinate with the song’s beat, but we deemed the programming to be too complicated.

Regardless of a few setbacks, our team worked well with each other. There were limited bugs, and the few that we had were resolved by the end. This, matched with our communication throughout the group, enabled the group to have limited stress. The final product is something all of our members are proud of.