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My job in The Fangirls group was Project Manager, which means that I was in charge of documentation, and I had to make sure that the project was moving along and was getting worked on. I had to make sure that everyone was doing something, and that the game was moving in the right direction. I also had to help whoever needed help whenever necessary. This sometimes involved helping the Graphic Designer to resize picture or remove backgrounds, or helping the Code Monkey look through code that wasn't working, and find and fix the problem.

I was not the primary coder for this project, but I did help to code. When the instruction screens would not run, I looked through the code and made them functional. I also put some of the backgrounds in for the various levels of the game, and I added game over screens to the levels. This involved creating different Booleans and PImages for processing. I also needed to create different if statements for each level and screen, and add the pictures for each game over screen. Also, I made the initial and final flowcharts that described how the game would run at various points. In addition, I worked on the game project description that described how the game worked.

I think that the team worked well together. We all helped to code while doing our individual roles and making sure that everything got done. We voted on decisions while working and made sure that everyone was involved in the process. We were always communicating and figuring out how to fix various problems with the code. As a group, we probably could have used fewer branches. This would have resulted in fewer merges and less confusion. Since the game is similar in all four levels, the additional branches created more chances for something to go wrong. Also, since everyone coded in different branches, it made figuring out what code was where more confusing. However, despite this, the Fangirls worked well and hard to create our game, and overall, we were successful.