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Ms. Gerstein

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 My role on The-Fangirls team was the Quality Assurance/Bug tester. My main role for the project was to play through the game, looking for bugs and making sure everything worked like it was supposed to. As the code was written, I would test it and report any bugs. I would also ask my team members if they ran into any issues and would report those also. When playing the game, I would take note of anything that still needed to be coded or fixed and alert the Code Monkey. In addition, I assisted the Project Manager in writing and updating the project proposal, as well as helped the Graphic Designer in picking out pictures, editing them, and putting them in the program.

 Although I was not entirely in charge of coding the project, I still participated in the coding process. One of the main pieces of code that I wrote was the instruction screens. I was the person who set up the initial guideline of how to make the instruction screens show up when they were supposed to. I created instruction screen Booleans and created if statements to turn the Booleans on and off. I put the code in and other member of my team cleaned it up to make it run. I made sure that they all worked properly. Another bit of code that I was responsible was the first two instruction screen information. I put all of the information in and the other screens were made based on the variables and placement of the screens that I coded. I fixed certain variables like sizing to make the pictures easier to see and took charge of fixing colors and other visual aspects that make the game easier to play.

 In my opinion, most of the game making process went well. We were all somehow involved in the decisions made. The communication between members was a highlight. No one was every uninformed. The coding was something that went especially well. There were a few issues; however as a whole we were able to figure out how to fix them. Even though the coding went well, we could have decided to use fewer branches. In the end, we only really needed the Master branch and the Magnet branch. Since most of the work was done in one branch, it made it harder for multiple people to code at once. Due to this, at times, some people did not have a task to do and worked on something that was not as important. Overall, though, the process went smoothly. There were no problems with team members and everything was accomplished when it needed to be finished.