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Mrs. Gerstein

Programming ½ A

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My team is called Legends of Rock and included Caitie Welsh, Sam Moore, and Emma Chen. I was the Code Monkey, and so I wrote most of the code. Specifically, I wrote the character, guitar, and music selection screens, along with the classes involved in the actual game play. I rewrote the Instructions Screen class so it would work better. I described my code in the commit comments, and it would take too much space to describe here. I was also in charge of combining all our work together. I had many GitHub and coding issues, but my commit history and the issues I added show that I was working consistently. During midterms, it was difficult to get my teammates to work, but I asked that they choose songs and add issues. I had difficulty distributing the work so that everyone would code something because the specific little jobs that needed to be done were not directly assigned to someone, and so were not done. So I would try to do them, at the expense of studying for my midterms. It was also difficult to get in touch with sometimes; one member’s email was too full and it would be unreasonable of me to expect them to check the Facebook group and GitHub every time I needed them to do something, so I would try to fix things myself. This is why many commits are by me, and probably why the code so often did not work. This also made it harder for my teammates to understand the code; because I had written a lot of it. I love coding, but I was very glad when my teammates could help me.

I also drew the character parts and created made the pictures that used the Guitar Hero font. I enjoyed using my mom’s iPad to design the characters and extra graphics, and my teammates choose many of the guitars and we all chose the songs. Unfortunately, with some of the graphics that my teammates added, such as the winged music notes and flames, I had to put them into Word again to crop and remove their backgrounds, then move them to Publisher to resave them as pictures (there is probably an easier way to save them, but I do not know it, so it was very time consuming). I had to do this when they were too difficult to work with: they were not centered or had white spaces that made them not look good.

The team could have worked together better. I think my team members were confused initially about how to set up different branches to work on, and I did not catch this mistake in time, so they created entirely separate repositories. Coupled with merging issues, it was hard for me to see what kind of work they did. Sometimes, the code that they had written did not work, so I would ask them to rewrite it. Caitie helped out with this beautifully, as she was keeping up with each of my commits and offered both coding and moral support.

Our initial idea phase went well, but we should have made it clear what we each expected out of this project. If we had distributed the work up better and understood what we were trying to do, the game would have been better. I thought that at least one of my teammates had experience with minim, but it was not enough, so I did my best in a short amount of time trying to figure it out, but in the end, I failed, and the music is very messed up. I wish I had contacted you when I first realized I was having minim issues, but I thought we could work them out together. I wish we had had more time because, just near the end, all of it came crashing down and suddenly did not work. Up until the last customization screen, everything was running smoothly. Although I don’t understand why the code itself did not work in the time that I have left, I can figure out why, as a team, we did not work.

I don’t want to sound like I’m throwing anyone under the bus. I am tired, frustrated, and insanely nervous, not just for the tech midterm and turning in a game that my parents literally will not let me stay up to finish (because I, reasonably, should be asleep), but because I have a huge History midterm with an oral portion. I did not feel stressed before Saturday night, which was one of the reasons I worked on the project each day and did not push my teammates too. I thought we’d be okay, because processing should make sense. Unfortunately, it currently does not, to me. My teammates have had issues syncing to GitHub, which meant that if I asked them to add issues, or work on a specific portion, or add a song, they could not. This really stinks. And I am disappointed in myself, but I will gladly code anything, write an essay, or finish this game if I am given an opportunity and the time to, if it means that I can gain back some points on this midterm.

I am sorry.