



2017-2018 Q1-SPUR

“BE PREPARED TO STAND OUT”

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Content Competency: Understand the basic principles of computer program development in order to create a foundation on which to base more complex software design.

1. Perform analysis of application requirements to develop a computer program.
2. Perform program design functions in developing an application that meets specified requirements.
3. Develop algorithms to implement program design.
4. Write technical descriptions of the tasks that a software program performs (functional description) individually and as part of a team.
6. Use software debugging tools and techniques to verify program operation, individually and as part of a software development team.
7. Demonstrate the ability to design an intuitive software user interface that possesses a high degree of usability.

Evidence: *What evidence are you using to justify your mastery level for this competency? Make a list of links, screenshot files, photos, etc. that you can open during the conference.*

[GUI Comprehension](#)
[Technical Description](#)
[Game Flow](#)

Rationale: *What is the rationale for your self-evaluation score? In other words, why did you rate yourself at that mastery level for this competency? Explain briefly in the space below, and relate your reasoning to your evidence.*

Overall I have a great comprehension of program development. Before I even start designing a game or algorithm I make sure that I can implement all the requirements. I understand how algorithms works and how to use loops to create game flow.

Content Competency: Understand event handling and user interaction in order to understand data flow and control.

19. Write programs that use events to cause program execution to react to the event by writing the appropriate event handler code.
20. Write programs that use a graphical user interface to provide user interaction with a program.
21. Discuss and develop a good user interface design.
22. Conduct usability testing of software.

Evidence: *What evidence are you using to justify your mastery level for this competency? Make a list of links, screenshot files, photos, etc. that you can open during the conference.*

[Handler Code](#)

Rationale: *What is the rationale for your self-evaluation score? In other words, why did you rate yourself at that mastery level for this competency? Explain briefly in the space below, and relate your reasoning to your evidence.*

As you can see in my evidence I understand how to take variables and using if statements to cause and event. When we were making our app we discussed what we can add to the GUI to improve the game. Once we thought we had a good solid game we let other people play it and they did things we didn't and discovered bugs that we had to fix.

Professional Skills: Rate yourself in each category according to how well you think you've met the rubric expectations. Then add a brief explanation for your rating.

Collaboration **1** **2** **3** **4**

Explain: During a group project I'll come up and share my own ideas and am also open to others idea. If it's better then mine then I'm willing to scrap mine to do there's. And if our ideas are both good then I'll find a way to combine the ideas or figure out which one is the best in an unbiased way.

Communication **1** **2** **3** **4**

Explain: I'm very communicative with my partners whether they want it or not. There is no "i" in team and a team doesn't function without communication. Even when I wasn't in CRTS because of PSATs I communicated with my app partner through a google doc shared between us.

Inventiveness **1** **2** **3** **4**

Explain:

Self-Direction **1** **2** **3** **4**

Explain:

Quarter 2 SMART goals: *Define 2 goals for yourself that you'd like to work toward during Q2. Remember to be **S**pecific. They must be **M**easurable, **A**ttainable, **R**elevant, and within the Q2 **T**imeframe.*

GOAL #1: Turn in work on time.

GOAL #2: Be more aware of CRTC work being due.

Q1 GOAL REFLECTION: *Briefly explain how you met the goals you set for yourself in Q1?*

I was really bad about turning work in on time. I was good about being open to new things.

This slide is for you to make notes for the meeting

What other information would you like to discuss?

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Do you have any questions for me? .