My job in my group’s processing project was the QA Bug Tester. As the bug tester, my job was to check the code for any issues and bugs, and make sure they get fixed. In the code there were many parts that had to be fixed. Many of the bugs we had was with the objects interacting and being recognized. There were many rimes where the objects and images froze and the code didn’t work the way we wanted it to. For example, in one of the games, the shooting gallery the ball had trouble interacting with the duck and making the duck disappear.

The part of the coding that is my job is the soccer mini game. The point of the mini game is to shoot twenty soccer balls in a goal with only ten lives. The goal is being guarded by a goalie that moves up and down across the goal. The ball itself moves up and down at midfield the length of the goal. When the spacebar key is clicked, the ball moves toward the goal with a velocity. If the ball reaches the goal without touching the goalie, then the score goes up, but if the ball does touch the goalie, then lives go down. When the score is greater than 10, you reach level two. In level two, the goalie moves faster, making it harder to score, and win. Also, the ball moves up and down in a wider range at the midfield line wider than the goal. This introduces a new factor where the ball can go past the goal and out of bounds. If the ball goes out of bounds, then lives go down by one.

What worked well with our project in my eyes is that we had a lot of teamwork. We all were online and ready to work when needed to. We communicated with each other so we didn’t get confused on who was doing what. It helped us so that we didn’t have too people working on two parts at the same time.

One of the major problems that we had was working with Github. Github gave us a lot of problems with commits, so we couldn’t work on the code for extended periods of time without going for help on how to fix the problem. We also had problems getting our code to work the way we wanted to. We assumed that one thing would go a certain direction but instead it worked the other way. We spent a lot of our time understanding our code rather than writing it.