

---

# Island Hopper Reflection

## **A Reflection of the Web Application Island Hopper Project**

Alaina Finley - September 24, 2018

---

The Island Hopper project was completed in the Software Engineering course taught in the Spring of 2018. The purpose of this course was to create an application in a team environment, specifically, in an agile development environment. The application was to creatively address the learning issues elementary school students face when learning the math concepts of adding single digits, adding double digits and counting.

My group worked diligently to address these elements in a creative web application. The technologies used included Amazon Web Services, PostGres, and Angular, in addition to Slack and Trello for project management. The application consisted of three categories to address each of the math concepts. Each level consisted of three different levels. As the student progressed through the game, they acquired coins that could be used to purchase items at a store that we also developed. This was as a form of incentive to keep the students intrigued with the game.

I felt that this was an excellent project to showcase as it addressed the Computer Science Learning Objective of “acquiring significant project experience working both individually and in a group setting.” A large portion of this project was worked on individually, however, our team stayed in constant contact through the usage of Slack. Because there was so much work that needed to be done and so much of the work we assigned to each other overlapped, communication was absolutely crucial. However, due to the workload at hand, we had to spend much of the time at home working on what was assigned to ourselves.

This was an awesome project to complete as it really showed me how agile environments work, and how to implement them. We held two standup meetings a week (one per class period) and we set mini-deadlines for ourselves to ensure we stayed on task. Overall, this project was an incredibly beneficial experience, as the following summer I experienced much of the same work procedures I learned from working on this project.