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CSCI 413-A

* ***What you and your team learned from this entire experience***

What I ended up learning from this entire experience is the ability of learning what person can perform tasks best suited for their skills. As for my team, we have learned to communicate with each other more and constantly update on what has been done and what needs to be accomplished.

* ***How do you feel this will help you out in the industry?***

With this experience, this will get me to work well with other co-workers and be able to match which person can work and complete certain tasks

* ***What was the hardest and what was the easiest part of making version 2.0***

The easiest part of the assignment was learning how the GameMaker Studio works and how it wants you to create your games, as well as fixing the bugs for 2.0 that was in 1.0. We made a good decision of picking a very popular game engine to create our project and due to the feedback given, we were able to fix the problem properly. The hardest part was finding the time to do the work especially during the final week to cram in all the extra submissions; all of the lagniappe parts of it; and implementing the database and saving data on the database from our project where getting the database to work right was a different skill set that we had to review in order to implement that requirement.

* ***What encryption algorithms did you use?***

We used RSA and AES encryption algorithms.

* ***Did you have weekly meetings? If so, on what days?***

We did not have “weekly” meetings.