

John Baxter: Projects

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Title	Description	Language	Testing	Techniques
Bites game	A playable clone of the existing tabletop game ' Bites '. Playable through the command line and copies the logic used in the game in a clean test-driven Python app.	Python	Python's built-in testing framework: unittest .	Test-driven development (TDD), single responsibility principle (SRP) and object-oriented programming (OOP).
Deep Sea Adventure game	A playable clone of the existing tabletop game ' Deep Sea Adventure '. Playable through the command line and copies the logic used in the game. Uses lessons learned during the Bites project.	Python	Python's built-in testing framework: unittest .	Learning from previous experience. Refining skills in TDD, SRP and OOP.
Project Euler	My work on the popular web-based series of mathematical/coding challenges; Project Euler . Each challenge has its own README explaining how it was approached.	Python	Not test-driven; any testing was done by 'feature tests' and visually inspecting practice outputs.	Planning my work, problem solving, reporting progress. Memoisation. Code reviewing.
Makers Algorithm Workshop	My work on the Algorithmic Complexity workshop run by Makers Academy post-bootcamp. Where I developed a basic understanding of algorithmic time complexity and how to think about optimising my code.	Ruby	Not test-driven; any testing was done by 'feature tests' and visually inspecting practice outputs.	OOP, optimisation and recursion. Basic understanding of big-O classification.
Operation Green Grid	Something I made for my own amusement. A 'commit-bot' which, if left running, will push commits to my GitHub account at random intervals.	Python	Not test-driven; any testing was done by 'feature tests' and visually inspecting practice outputs.	Sending instructions to the command line, spiking, and ad-hoc learning during code production.

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