Week 3 Journal

Neha Parmar (010812971)

Value Chosen- feedback

In the third week of our project development I have created the base structure for my module. I am responsible for designing Jeopardy round in the game. In this round we had rounds of discussion as to how should the game be implemented. Our team has been responsive in adapting to the suggestion and receptive to new ideas. Through constant feedback with team we were able to come out with the module which I am discussing in this document.

After the user has played all our levels. We assume they have acquired the knowledge of how the all the search algorithms are working. Then we show them arrangements and give them the option to chose which algorithm was applied to perform the search. If the player fails, the quiz will be repeated in the game with random arrangement. Scores for all users will be kept on a loud server. Which can be shown in the end by fetching data using the Rest API to interact with the cloud.

By working on this project we are learning the ability to work in teams and collaborate through feedback by constant discussion and listening to everyone’s view. We are beginning to realize working in a collaborative environment.

Another notable aspect is the utility of this project. Our goal is to make people familiar with computer search algorithms, who are from a non-technical background. This will enable them to learn about and visualize how the sorting and searching logic work in a computer system. When they map the logic with the intuitive way they are achieve the same goal when given such a task, people can connect their understanding in a broader way.