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My Role on Team SquirrelsACD

One of the most frequent questions a student asks (to themselves or out loud) is, “When will I use this in real life?”. Every time we have a project, assignment, or test in school, I wonder to myself if I’ll ever use this in real life. Quite honestly, I believe the most important skill you learn in high school is simply how to interact with people because no matter what you end up doing in the future, that is the only thing you will most definitely be doing for the rest of your life. This project is one of the few projects that I know will stay with me throughout my entire life.

On the practical side, this project taught me exactly what it was like to work on a real project with colleagues and professionals all working towards a single purpose. A true project consists of groups of engineers with different specialties responsible for specific parts. Often, cross-classing occurs and constant cooperation, coordination, and communication is needed to handle any problems that may (and they WILL) come up. This is the first group project I have ever had where I thought, “Yes, this is something I will need to use in the future.”, in a completely straight forward and practical mindset.

On the personal side, this project was just fun. It really gave me an appreciation for the open world, sandbox, morality choice bases role playing games I tend to favor. Seeing how difficult it was to create a simple 2D shooter really makes me feel low for complaining about clipping in *Skyrim, Fallout,* or *Mass Effect.* Designing the game with my team was ridiculously fun and we had a lot of laughs and groans along the way. Quite amazingly, during the course of our project, the group did not fight one single time. There were plenty of good natured jabs but none with malicious intent. We got along famously and worked efficiently with no problem.

I was responsible for the graphics and user interface, but I also played a support role on the team. I wrote the initial project description for our team and the initial flowchart. I also spent several hours doing the final project flowchart. I created the game start screen and the pause command to allow the user to walk away from the game without losing process. I also updated the font to comic sans to give a friendlier appearance. I edited all of the pictures found in the game in Photoshop to eliminate as much distortion as possible and do any color correction required to make the objects easier to watch for long periods of time. I did numerous updates on the graphics and general small bits of code and bugs that arose with graphics. I also assisted Pujan, Brian, and Frank where I could. The most difficult problem our group faced was navigating GitHub.

For the first couple of weeks, I was completely illiterate in terms of GitHub. I had no idea how to even make a simple commit. I had to email my changes to Pujan or change his code directly and have him commit it. However, once I learned how to use GitHub effectively. After I learned to use it, I quickly saw how useful it was to our work. GitHub made a well-rounded team even better as we were able to communicate and coordinate even more efficiently with it.

All in all, I loved this project and the only problem I had was that, due to the schedule, we did not have more time to work on it.