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Technology III

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Individual Summaries

The final project for our technology class has been like no other project I have ever completed. Before entering this class, I had no outside exposure to programming before and everything was a first to me. Working on this project allowed me to expand my knowledge of programming on topics that we were unable to get to during class while having a good time with my classmates. This assignment has also taught me lessons beyond programming such as not panicking during stressful times. For example, none of us in our group knew how to work Github itself and instead of not having a good time we were able to laugh our way through the problem. The final project has helped me develop new skills that I did not have before.

Since my role in the project was the Quality Assurance tester, I tested the game to find any problems wrong with it. Along the way I found that after we added two songs into the game that they both played at the same time. Even though it sounded pretty funny it was something we needed to change. Other problems I found was that both players were not able to shoot at the same time since a key was used for both players. To fix this problem we used our classmate Paras’s code that allowed us to do so. I also made sure that all group members were following the same format and were keeping comments along the way so that anyone could understand the code.

Even though my initial role was the Quality Assurance tester, I contributed all around. I helped pick out images to be used in our game such as the Peter and Homer pictures that appear after the game has ended. Other ways I contributed was I edited the donuts we used as targets so that when they are hit by bullets bite marks will be shown. In order for our group to add music, I learned how to insert it into our game. My group members and I were astonished on what music added to our game. Another thing we realized was that music from Family Guy and The Simpsons is actually really strange.

Although we were able to finish our project on time, I feel as if we managed our class time a little better we would be able to add more things into our game. If we were to redo this project over again, I would have my group to make sure we know how to use Github on the first day so that we can save valuable class time. Besides that I feel that our project overall was a success and I am happy that I was able to do it with my group members.