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Mrs. Gerstein

Intro to Programming ½ A

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User Interface Role

My job as user interface was to provide a game that could be relatable and functional to any user playing the game. Since the project was designed to replicate the process of the real game industry, it was important that anyone could pick up the game, play it, and wouldn’t have to bother looking at the code or asking for instructions.

I worked mostly on the title screen and the tutorial. Portal, made by Valve, is known for abusing physics and using the mechanics for problem solving. Of course, it would be rude to throw the user straight into battle. The tutorial provides the controls and the elements of portal, such as black and white walls, turrets, and blocks, at the simplest level of understanding. Creating the tutorial was very simple on my part, thanks to Clayton’s coding which allowed me to do most of the work on Microsoft paint.

Surprisingly, the title screen proved to be in disarray. One class went to waste after the buttons gotten out of hand. I decided that it was best just to take a step back, and start off with much simpler functions. The biggest problem was turning certain buttons on and off at certain times to make the game as much bug free as possible.

I would credit myself for pushing the idea for the game. Originally we were going to do some rhythm game, (like guitar hero,) but I wanted to make a more interesting game. It originally intimidated us, especially coders who weren’t the head coder, but I’m proud we’ve made it this far as a team.