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Technology ½ A

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Personal Summary

My group created a game similar to 2D Portal. I was the main coder. With a few exceptions, I coded basically everything involving actual gameplay. Coding a Portal game proved to be a challenge for me. Having to make the classes and have them interact with each other was very difficult, especially with the quality assurance team finding bugs all the time. From turrets to laser and even moving platforms, making this game truly tested my ability. Even with all the stress this game has given me, I am proud of what I accomplished. Compared to how other groups were stressing on Sunday night, I would say that I finished the code a lot earlier and secured a worry-free night for my group.

My group’s biggest problem was putting everything we worked on into one branch. Sometimes we would go for a long time without combining our work while working on the same tabs at the same time. Finding out which parts of the code were the same for both branches was annoying and took a long time figuring out, wasting time that could have been spend enhancing the game.

Overall, the experience was a good one. My group made a good game that matches our skill level with a limited amount of stress, compared to other groups.