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Mrs. Gerstein

Intro to Programming ½ A

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Graphics Design Part

For this project my part was the graphics design which was focused on making the game look good and realistic. I gave my opinions on how the game should look and feel as well as how it should work to make it all aesthetically pleasing and clean. It is important since looks are important to any game. Our game may not have the wildest 3D graphics with millions of polygons but it is still an impressive picture to look at. My overall goal for this project as the graphics designer was to make the game look appealing and I believe it does.

Since I could neither edit nor pick pictures in the early stages of the game, as I did not yet know how it would look like, I gave verbal feedback and opinions to make the game look like what I imagined. I talked with every member of our team and tried to give ideas and opinions on what we needed in the game, how it should look like, and what it should play like. Since I was the one most experienced with the original game, I tried my best to explain to the rest of my team the things included in the original game.

We did not feature all of the original Portal components, leaving out: light bridges, laser cubes, deadly water, Neurotoxin, giant test obsessed robot who runs the facility and wants to kill you called GLaDOS and many more complicated things. In the meantime I also did some coding and creating the turrets. This proved to be the most difficult part as I had to make the turrets shoot, check for the player, be able to fall, and the most difficult part which was making them shoot one way. I overcame this problem by making the bullets spawn on only one side depending on where the turret was facing.

It was during the middle and ending portions that I actually got to pick and photoshop the pictures. I used pictures of the original turrets and companion cubes since this was the simplest and best way. I did however get to work in photoshop to edit the pictures of the door as well as of the cursor. I really enjoyed working in this group, and even though the idea for the game was only meant by me as a joke, we did manage to successfully create something great. Everyone put in significant effort for every part, especially Clayton who went above and beyond with his work. I am very glad I got to make this project with this group.