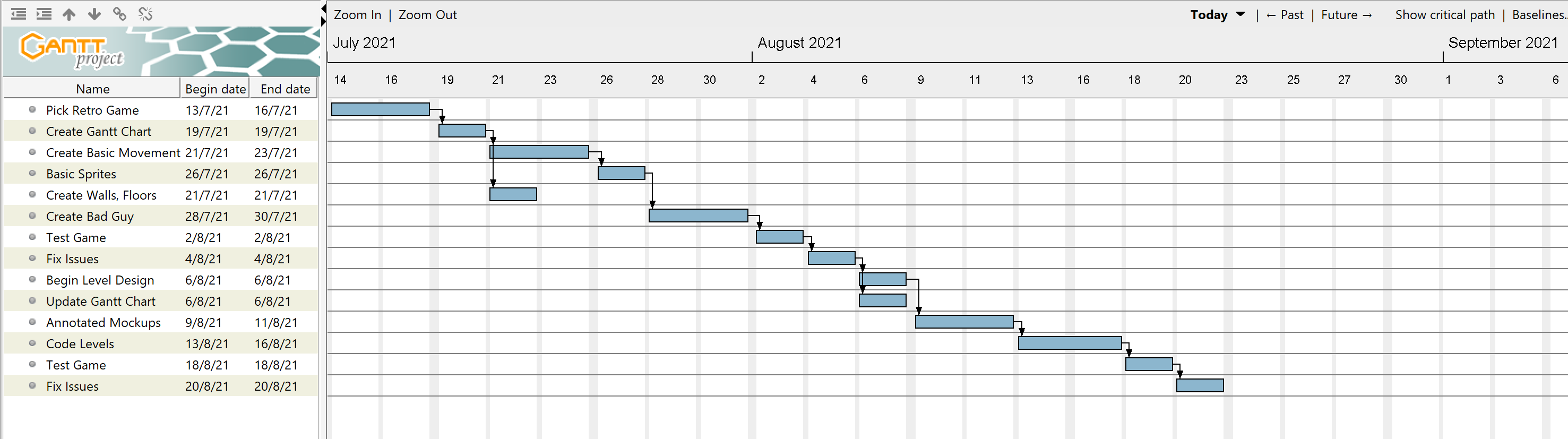
Journal

Gantt Chart 

The Gantt chart shows all the tasks that need to be created for the project to be created, on time. It runs some tasks simultaneously, because multiple people in our group can work on the different tasks. It also only runs tasks on Monday, Wednesday, and Friday as these are the days that we have Computing Class.

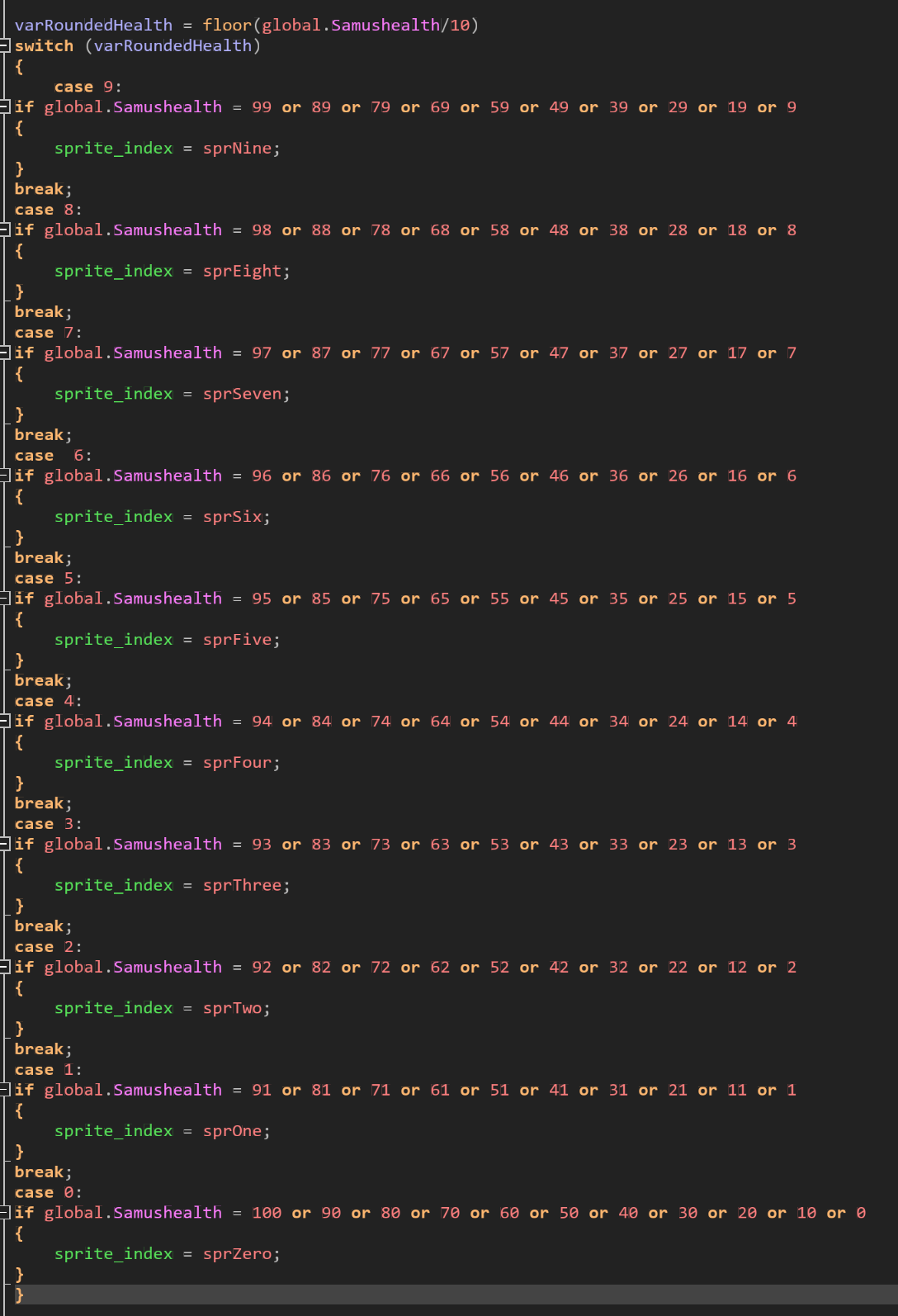
Creative and Critical Thinking

|  |  |
| --- | --- |
| Creative | Critical |
| **Creating a GitHub Repository** – Using our previous storage medium of OneDrive created a problem with two or more members working on the same project simultaneously. Because of this, we found a different storage medium in which merging different files can be more streamline and the files are still stored online so anyone can access it. |  |
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**Creative thinking** refers to how you use creative methods of resolving problems that you encounter (in this case, as you create your “retro” game). You will let me know how you tried to overcome problems that you encounter which might include use of external resources, people, problem-solving methods.

**Critical thinking** refers to evaluating how well you have accomplished a task or how well you have addressed the specific requirements of the game eg how well you have met the functional and non-functional requirements of the game. You might explain how you changed your approach or the design or creation of a room to best meet the non-functional requirement of motion in the room to keep the player motivated.

**Three New Skills**

1. **Case statements for GUI**

An appropriate font could not be found for the GUI, so it was decided to use sprites instead. This meant that a case statement had to be created, to effectively track the health and ammo left. There are 2 case statements for each variable present on the GUI, one for the 10’s, and one for the 1’s. The left shows the code for the 10’s for Samus’s health.