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Mrs. Gerstein

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Introduction to Programming P 9/10 B

My team for the final project consisted of Nick, Orest, and Alon. We each split up the project equally in order to get the game done as quickly and as best as possible. I worked on the coding, while Nick made the environments, Orest did the drawing for the enemies, Robert tested the game and optimized the code, and Alon worked on the music and sound effects.

When we began the project, I began coding the basic movements and behaviors of each type of enemy. I decided that there would 3 types of enemies. One type shoots laser. Another type shoots slime that covers the screen. The last type attaches itself to the screen and sucks on it.

In addition, I developed the entire story of the game. The story was not only interesting but also strange. It also has an awesome twist at the end. Eventually, I decided on a story and began to work on the dialogue/cut scenes. I set up a class for the cut scene that made it very easy to add pictures and text.

I am most proud of the intro for the final boss. I put a lot of work into and I think it is very funny. The ending is also funny.

While working on this project, I had a lot of fun. I did a lot of work but it was certainly worth it. I have wanted to make video games since I was very young and I think it is awesome to finally get a chance to do that.