12/15 - Ben Krueger

I really enjoyed creating this game. I learned a lot about programing in general and also about python. Right now our game is at a level, where everything functions, but it is still relatively simple and in need of some modifications. Our game has one level, and preferably we would like to create another few levels and also a timer which could make the game much harder. The image manipulation in this game is mainly drawing an image and then saving it. We also used the google cloud vision API which read our images with binary and then gave us back the attributes it found. Then we compared the image we drew and the reference image and calculated score using that. One difficulty I had was drawing the image and saving it. We had to include the path of where we wanted to save the image for the program to finally work

12/15 - Aidan MacDonell

This game was very intriguing. This project helped me develop my programming skills and also taught me alot about the process of github. Our game is finished but could use a lot more work and would be better of with more than one level. We used image manipulation by having a small circle follow the mouse and when you click the mouse it makes a copy and then updates the screen. After you draw your image it compares it to the original image and gives you back your score. I had difficulty understanding the google API.