

Benjamin Cohen
Christopher Mercandetti
Samuel Meyerson
Sean O'Reilly
Logan Owens
Carl Riley Simpron
Fredley Sylvain

Project Milestone #3

Lesson Learned and Future Work

Throughout the execution of this group project there have been several lessons that we have learned collectively that we can implement into future projects and work. This project has been great for teaching us how to work as a team and bring together everyone's strengths to create a finished product.

One key lesson that we took away from doing this project was that it is very important to manage our time effectively because every deadline is critical to the group's overall productivity and keep up a good pace. People, generally, work better when they have time to rationally think things through, have leeway for improvement, and exact deadlines to know when they, personally, should start working faster and/or harder.

We also had to learn how to create our own engine, take keyboard input, take mouse input, render images to a window, create our own sprites and get them into the project, creating level design, getting collision between objects to work, load new levels upon completion of each level in the game, give each AI a different behavior, how to use different libraries, using GitHub in a way that worked for our project and all of the debugging that goes along with getting all these tasks to work, amongst other things.

All of the different behaviors that we have learned throughout the project and our knowledge of how to use our time will be very beneficial in projects in the future, especially if they are time sensitive. In addition, it has taught us how to work with other people in programming, which is sometimes a very difficult thing to do and manage collectively.

Original Files: (Lines are excluding comments)

Background.cpp: 26 Lines, 1 KB

Background.h: 26 Lines, 1 KB

BasicEnemy.cpp: 200 Lines, 6 KB

BasicEnemy.h: 44 Lines, 1 KB

BigBoss.cpp: 302 Lines, 8 KB

BigBoss.h: 64 Lines, 2 KB

Block.cpp: 40 Lines, 1 KB
Block.h: 20 Lines, 1 KB
Camera.cpp: 20 Lines, 1 KB
Camera.h: 12 Lines, 1 KB
ChaseEnemy.cpp: 225 Lines, 6 KB
ChaseEnemy.h: 48 Lines, 2 KB
Game.cpp: 111 Lines, 3 KB
GameState.cpp: 13 Lines, 1 KB
GameState.h: 15 Lines, 1 KB
Map.cpp: 179 Lines, 5 KB
Map.h: 43 Lines, 2 KB
Player.cpp: 570 Lines, 18 KB
Player.h: 60 Lines, 4 KB
Projectile.cpp: 60 Lines, 2KB
Projectile.h: 32 Lines, 1 KB
TurretEnemy.cpp: 221 Lines, 7 KB
TurretEnemy.h: 46 Lines, 2 KB

Total Number of Lines of C++ code: 2377 Lines