Lauren Broadwell

My jobs in this project were the project manager and the graphic designer. I oversaw the project and tried my best to make sure things were being handed in on time, although sometimes I wasn’t the best at it. My job was also to edit the pictures and provide the basic “look” of the game. I selected and photoshopped all the pictures used in the game, and made sure that each photo had a transparent background when needed.

I didn’t code much of the program, as Claire and Sophie are better with the code than I am. I coded the part with the pictures. I loaded the pictures of the teachers, and the end screens. I also coded the celebrities chosen to represent us in the beginning of the game.

Some of the things that went well, in my opinion, were our teamwork and communication. We really meshed well together and accepted all ideas brought to the table. We communicated our ideas well and identified any problems that may have occurred early on, so that way we wouldn’t have to worry about the complexity later.

Something we could have done better was our time management. We lost track of time and realized a few days before that this was actually due. We thought we had more time than we actually did. This caused for things to be rushed and done quickly. I still believe that we accomplished what we needed to get done, but it could’ve been done in a timelier manner. Regardless, I am very proud of our project and hope you like it too.

Sophie Giuliani

My role on the team was as a code monkey and as the UI/Graphic Designer. To get this project moving along, I coded and also helped whenever one of my teammates had questions that I could answer. The code that I wrote was the code that made the teachers move in the way that they were supposed to. To be more precise, Claire coded first, so it was due to her that we had a backbone to work off of. When we realized that the teachers weren’t moving properly, we went to Miss Gerstein and she helped up fix it, so she was crucial in fixing this bug. Lastly, I just moved things around and it worked, so I then finished the first floor and began on the second floor. Unfortunately, something looked wrong with the second floor so with the help of my teammates we fixed it. I also coded the miles (and how adds one every second) and also, made it so that the player would be able to use the stairs after they got 200 miles. I coded the fill for the classrooms and made it so that the teachers would all be covered when they were in their classrooms. I also coded the beginnings of the “Win” screen as well as made it so that the students couldn’t enter a classroom.

In my opinion, things that went well were the teamwork, the ideas, and how we coded. We worked really well together, incorporating everyone’s ideas (and if not then ideas that everyone agreed with). Actually, in the beginning I think either Lauren or Claire suggested the idea of a Magnet Run. Then it just snowballed from there. We got really excited by the idea of this project. Then we just fit seamlessly into our roles. Claire was also a coder and she began the code. To be honest, she coded most of this game. Lauren and I did some code too. I also helped whenever there was something in the game that just didn’t make sense. Then, when Claire was busy I would code as well. We never argued about what some of us were supposed to do. Due to this, the development of this game progressed seamlessly.

There aren’t a lot of things that our team could have done better. We all kept busy by doing the work and we all came up with the ideas together. I suppose the things we could have improved on were things like punctuality. Sometimes, we’d forget just how much time we had to do things. To be fair, doing this project during midterms didn’t really help matters. That part was mostly our fault still for (again) forgetting when the project was actually due. Still, despite these challenges we got the game done, and I think that it’s a pretty good one.