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Tech 1/2A

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Summary of Project Experience

My role on this project was “Code Monkey”. As Code Monkey, I coded the bulk of the game based on ideas contributed by both my group and me. All code excluding the code for levels beyond zero and one was written by me. I found most bugs during the coding process and fixed them before moving on.

This code consists of sixteen classes, all of which can be grouped into the general categories of object or screen. The object category contains the bullet, base, button, and shooter classes. All of these four classes excluding the button class make up the cannon of the game, which is a semicircle with a controllable rectangle located on the bottom of the screen.

The button and screen classes are both used to facilitate navigation between sections of the game, and make up the bulk of the graphics of the game.

The specialization of team-members went well during this project. Each member excelled at completing his/her responsibilities at a decent pace and was not afraid to consult team members when necessary for assistance. Being able to work mostly uninterrupted without responsibilities outside of those in our roles allowed for better focus and a higher quality product.

Our team could have done better at planning and predicting the features and limits of our game. Certain features put in the initial project description (like a descending ceiling) were scrapped for lack of time, difficulty of implementation, or a realization that they would not be necessary or wanted in our game.