CMSI-1010-01
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Reflexion

Our group, composed of Zhaokun, Joseph, and Mathilde, has found it very efficient to manage our communication, set deadlines, and coordinate meetings. To facilitate more active and instant communication compared to emails, we created a Snapchat group. This approach has significantly improved our interaction and collaboration. So far, we have met twice to discuss and develop our game concept.

We decided to create a game with the objective of smashing as many mushrooms as possible within a given time limit. The player uses a mouse to click on randomly appearing mushrooms on the screen to "smash" them, earning points for each successful hit. The game is being developed using the Pygame library. At this stage, our main focus is to ensure that the code runs smoothly and the game can be played without any issues. We are excited about our progress and look forward to refining and finalizing our game.