Joey Alamo

Ms. Gerstein

Intro to Programming 1-2 A

14 June 2013

One Page Summary - Final Project

As part of my team for creating “The Adventures of Joey”, I was Graphics and User Interface Designer. Although I did handle the responsibilities of my individual role, my group members and I did not necessarily stick to our assigned roles. Stephanie, Weronika, and I worked as one cohesive group to achieve our goals. All of us were coders and debuggers. We managed to merge roles at times so that Stephanie was designing dragons, Weronika was fixing bugs, and I was coding level 2, all at the same time. I could not get Github at home because of my Mac’s inability to download it, so often my teammates would sync and commit things that I sent to them for me. Yes, we were the dream team and I have no complaints as far as our group contribution. ☺

There are numerous examples of codes I individually took charge of. Level 2 was mainly my creation, where I made the BouncingStuff class and designed an array of bubbles, as well as a ring that the player must try to get before Weronika the mermaid hits him. The level change screen (e.g. that announces “Now to Level 2!”) was my creation including the design of a gradient and the Star class. I made the start screen, instructions screen, credits screen, and the scene with Joey on the elevator. I also assembled and photoshopped a good majority of images, and added all the music to the project. Yet, as stated previously, my team members all helped with each other’s work throughout the project’s progression.

Besides the effective teamwork, I think this project worked well in that it successfully created a “Joey-style”, entertaining game with amusing graphics. The project also reinforced programming skills for me and helped me pick up some new ones on the way. Even things I thought I knew like arrays, I was able to expand my knowledge of by making things like arrays of images and “Strings” (lines of text). Very little flaws come to mind in my team’s work. Perhaps, better time management and allotment would have been helpful, but ultimately, after bugs present themselves, it is difficult to estimate how long coding something will take. If more time was given though, we’d probably add extra obstacles to the game. Still, this project was epic. ☺