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Ms. Gerstein

Technology III A 1-2

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Final Report

My team of Joey and Weronika was amazing; we all worked together and contributed equally. Though we each had our respective roles, we didn’t let that stop us from each doing a bit of everything. I was the Project Manager, Joey was Graphics Manager, and Weronika was Code Monkey, but I found myself often doing graphics and Joey coded quite a lot of the game and we all debugged our own sections of code as well as the final version. To ensure maximum efficiency, Weronika coded Level 1, Joey coded Level 2, and I coded Level 3, then Weronika compiled the code into one file.

I started by writing the project description and doing the flowchart, and I updated them at the end. All of the graphics from Level 3 was done by me: the background pictures were found online, dialogue was written, the various dragons and the mermaid from Level 2 were drawn on Photoshop. I also did all of the coding for the individual scenes of Level 3: the Nyan Cats, the nighttime beach, the cliff meeting with Stephanie, the dragon boss scene, and the winning scene in the dragon’s lair. A lot of these scenes used arrays and images, and I became much more comfortable with using them. I used the function dist() a lot because many of the scenes included being hit by various missiles and dying.

I feel that our group worked very well together so this went well. I loved how no one person visibly did more than anyone else. By splitting up the work load evenly (meaning not making one person do all the coding, one person all the graphics, etc.) we got more out of the project. No one slacked off and I didn’t have to use my powers as Project Manager to enforce better working habits. I liked how no one person had to do anything alone; it wasn’t unusual for one person to start something and then ask another group member to finish or pitch in to help redesign a graphic or fix a bug.

I would suggest better time management because we still had a lot of code that was still glitch-y when it was time to turn in the assignment. However, I blame this more on the extensive amount of code we had rather than any bad time management skills because right from the beginning, we were working a lot at home, during co, and in other classes during free time. There was a lot of committing and sending files to each other. All in all, I would say that my group is probably one of the best ones that I’ve seen because we all did a lot of coding. We had a great group. ☺