Diya Khullar

Ms. Gerstein

Technology III

27 January 2014

Project Summary

Role: QA Bug Tester

Contributions To Project:

* Created entire initial flowchart for deadline of January 17th, 2014
* Kept track of malfunctions, bugs, glitches, and suggested aesthetic enhancements using the Issue Tracking feature of Github
  + Opened each issue, assigned a team member to it, made sure issues were closed in a timely and accurate manner, and occasionally added comments to each issue
* Wrote code for certain portions of the game (to be elaborated upon)
* Helped find and remove the backgrounds of graphics for each character
* Tested the game in order to search for errors thoroughly

Code Written:

* Created more realistic appearing jump- incorporated artificial gravity using PVectors as well as an if statement in order to ensure that characters can only jump when on the ground, and each jump looks more human
* Created entire Health Bar Class- installed a “Health Bar” that is dependent on the health variable and diminishes in size as it decreases, changes color from green to red when health is 20, and causes the player to lose the game when health = 0. Health Bar is also affected when obstacles hit character.
* Created Decision Obstacle and modified it when converted to Decision Class- Created 2 sets of 1 question and 2 potential answers for all 4 characters in individual decision screens, made colors of text and rectangle inverse when mouse hovered over each answer button, created a custom color scheme for each character’s decision screen, and connected these using Booleans, strings, and integer variables
* Changed font and adjusted sizes throughout the game to add an aesthetic appeal
* Modified buttons- Made colors of Instructions, Play, Pause, Restart, and pause screen Play buttons inverse when rolled over, made minor adjustments to vertical position of instructions screen “PLAY” text, and added stroke to “PLAY” button within instructions screen

Positive Feedback:

* Each member contributed a decent amount of work to the project, including code, graphics, testing, and documentation
* A tremendous amount of time and effort was spent by individuals within the coding process
* Collaboration- No single team member could have been excluded from this process, as each person contributed something valuable to the game

Constructive Criticism:

* Communication- Towards the beginning, communication between the team members regarding which branches they were working on and when they were merging branches could be improved
* Time Management- For the most part was exceptional, each student spent over 6 hours outside of class time, however, the project could have been assigned earlier in order to avoid the stress of finishing a time and energy consuming project in the midst of midterm examinations