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Ms. Gerstein

Intro to Programming

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For the final project, my role was graphic designer. I found a lot of the pictures for the characters, headshots, obstacles, backgrounds, and rewards that you will see in the game. I also edited the pictures, removing backgrounds, resizing, and such. In addition, I worked with Michelle Henriques (project manager) to do all of the PImages in the code. While I am not the greatest at processing, I tried my best to make the game as aesthetically pleasing as possible. I feel that people will enjoy playing the game, and that it is visually interesting.

Even though my main job was graphic designer, my contributions do span beyond that role. I was involved the documentation part of the project; I wrote the initial project description in the early stages of coding, and I contributed to the game instructions and flowchart. Also, I helped with fixing issues we uncovered once the main code was finished. I fixed the pause screen and an issue we were having with jumping, to name a few.

Overall, I think that our group worked very well together. We each did our own part, but collaborated on major ideas about the game. I’m especially impressed with the gravity that was created as a result of the combined efforts of multiple team members. The character can jump and will come back down due to gravity, but they can only jump when they are touching the bottom of the screen.

Everything turned out great in the end, but that is not to say we didn’t have our problems along the way. One of the major issues we encountered was with merging and having detached heads. We were not communicating enough with each other in the beginning, so more than one person worked on the same branch, which created the issues. However, once we realized this, we were extra careful about branches and merging, and we did not have any more difficulties for the rest of the time.