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Introduction to Programming Period A 1/2

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For the final game project, I was a team member of GOOD-MUSIC. We each have contributed shares of work, but nonetheless, stumbled across a variety of obstacles ranging from cooperation to technological difficulties. In the end though, I do believe that our game will come out to be what was expected, if not more.

As our group started the procedure of developing our celebrity adventure game, I chose to be the User Interface Designer. I started collecting pictures that would be used as characters, rewards, and obstacles. I also collaborated with the Graphic Designer to update the game flowchart as we progressed, adding new features according to functioning code. I recently just worked on creating a restart button for the game. I added buttons so the player has the option of restarting the game in the middle of the game, and at both the ending win and lose screens. I encountered some unknown difficulty, but we overcame this because our team members worked together knew exactly how to fix it to work in our game. I also wrote our final game description, updating it with new added aspects of our game such as levels, decisions, change of backgrounds, etc. In general, I helped here and there for small tasks to further our game development.

The difficulties our team came across as a whole was the team effort aspect. There were at times high levels of frustration between members because of the lack of communication that inevitably led to GitHub issues such as committing files and merging to the Master branch. If this was fixed, progress would be undoubtedly more efficient. Also, the roles of each member throughout the project were very ambiguous because one may claim to complete a part of the code, but another member took over. This ended up with some of us having more contributions than others. The work should have been split up and finished concisely so each member can have an equal participation in the game. Other than that, I am satisfied with the fact that no matter what problems we came across, we figured out how to move past it and continue with the procedure. This included making the right decisions in order to benefit the flow of the game development as well as making sure everything that needed to be completed for a due date was finished in a timely manner and ready for submission.