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Ms. Gerstein

Intro to Programming

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Final Project Summary

I took on the role of project manager. Overall I helped in making sure everyone was on the right track with what they were supposed to be getting done. I was sure that all deadlines were met and that if anyone needed help while working on something, they got the help they needed. In the very beginning I took on the task of making the start screen. I began with working with Marisa to add headshots and from there I created void mousePressed functions to make these headshots buttons that corresponded to the character the player was choosing to play with. Another specific portion of code I worked on extensively was the formatting of the levels. This included figuring out the various Booleans of start, pause, level1, level2, level3, lose, and win, where the level coordinated backgrounds, obstacles, and rewards were to be defined, and assisting Marisa in uploading all the images. With these changes I was also able to code it so that the obstacles and rewards appeared slightly faster in the level 2 than in level 3. The same velocity change occurs going from level 2 to level 3. These two portions of code are the ones I spent a long time formatting and working into the previous code as well as adapting it to new changes.

All in all I do believe the game has grown into a much more advanced game than we initially imagined it would become and that is something I as well as the entire group, I believe, is proud of. Making levels that also included unavoidable obstacles was an idea that stemmed towards the end of this project and the fact that we were able to pull it all together is amazing. The game is fully functioning and includes tiny details that make it feel like a real game. These include the pause button, the fact that when you scroll over a button option the box background changes color or the depleting health bar that when dangerously low turns red. Every member actively participated in either coding, testing, or documentation.

As with all projects however, it did not go without its fair share of bumps in the road. As a group we had problems communicating especially in the beginning when we were not as aware of the effects of multiple people working on one GitHub organization. We slowly got better at not all working on the same branch at once but then came the merging conflicts that wreaked havoc. Fortunately Tiki had knowledge of how the GitHub shell worked and was able to fix some of those conflicts but we never learned quite how to prevent them. Another major problem was time management. In typical high school fashion, we tended to work mainly only in class and then when that was not enough time to finish what needed to get done, we waited until the last few days before a deadline. Although we never fell behind, the project could have gone a little bit smoother and less stressful if we had instead put in slightly more time, more frequently. In the end Celebrity Adventure was a good experience and added greatly to my knowledge of processing.