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Tech ½ A

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One Page Summary

I was the Code Monkey in my group. Our game was Celebrity Adventure Obstacle Game, in which a character is chosen from Kanye West, Kim Kardashian, Miley Cyrus, and Taylor Swift. With this character you avoid Obstacles to keep your health as high as possible while collecting Rewards to add to your score. Our project started simple with an Obstacle, Mover, and Reward class with ellipses. Once the classes were made we added pictures in and made the mover recognize the Obstacle and Reward according to the size of the pictures. At this point our basic game was finished so we added Score, a Health Bar, Start Screen, Win Screen, and Lose Screen. These features made our game a game but still at this point it was too simple. First we added a Restart function, so the player did not have to exit out of the game to change characters; instead it let you restart with a different character. Once the Restart function was installed we started the Final phase of our project: a Decision class and levels. We made it so if you had a certain score you would level up. And once leveled up you would have to make a decision based on your character and if you answered it correctly, you got a certain amount of points. If you incorrectly answered it, you would lose health. Then you would play the next level which would have faster Obstacles coming towards you. We made three levels and two decisions in between for each character. I wrote the initial three classes Obstacle, Mover, and Rewards and made them recognize each other. I also merged the three with the Score and Health so the game would move on. I had to fix the Restart function since it did not work initially and I made it clear the screen so Obstacles and Rewards would not remain on the screen. I mostly put together the final phase of our project since the Decision Class and levels were created separately and had many merge conflicts, so they were put together manually instead of the merge function on GitHub. Our images were found really easily and the backgrounds were removed from them very meticulously. Our team work could have been better since I wrote most of the code in the beginning and I did not receive any help. Near the end our group seemed to be cramming too much at once since we did not pace ourselves correctly. The code was mostly done but glitches still had to be found and fixed. The Project Description and Flowchart were done later than they should have been but in the end we did finish.