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Personal Summary

The main thing I contributed to this project was the code for the falling rocks. I started by first creating a falling rocks class. The rocks are giving a random size in a specific range, a random x position between zero and the width, and have an initial y position of zero minus half of their diameter. I then made it so the rocks fall with a random velocity in a specified range. Once the rocks hit the ground they stop to fall and they begin to fade out. When the opacity reaches zero they are removed from the game. I also made it so if the rocks hit the miner, the miner loses a life and the rock is moved to a position significantly greater than the height of the screen. Because the rocks are greater than the height, they begin to fade and are still removed when their opacity reaches zero.

In addition I also assigned movement to the miner and helped with the intersect function for the gems that was later applied to the emeralds.

Throughout the course of this project I helped to take on a role of a mediator. There were times when my teammates became frustrated with each other and were very close to fighting. I helped to get them to listen and try each other’s ideas. We could have worked better together and used better communication. When the game was not working we took out our frustration on each other which in the end impeded us from fixing the problems.

Although we fought, in the end our game came out very close to our original intentions. We were able to get the background to scroll and have levels and lose and gain lives. I personally had never managed to make something with levels and I was able to help with the restart functions, which was an accomplishment for me. I enjoyed this project and am very proud with how our game came out.