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Applications of Computers in Science and Engineering

11 June 2013

Final Project Individual Summary

I am proud of my contributions to the Gamer Shamer organization and Miner Challenge Game. My role was to be in charge of the User Interface and Graphic Design. My first jobs as Graphic Designer were to find the images for the miner character, background, and emerald and edit them in Paint.

After finishing the graphics work, I created the user interface. The initial screen with the “Start Game” button was designed to inform the player of the rules of the game and provide an easy means of starting it. The game screen itself features a ribbon on top of the screen. The ribbon design was inspired by how the YES Network used to display the score, runners on base, outs, etc. during a Yankees game. The ribbon makes it effortless for the player to check the vital statistics of the game- the level and number of lives available. The final facets of the user interface I created are the “Game Over” and “Game Won” screens. These screens feature the miner with a facial expression corresponding to whether the game was run or lost. They also provide a means of restarting the game.

I did a great deal of work in Processing. I coded every image, every font, the design of the “Start Game,” “Game Won,” and “Game Over” screens, and the ribbon.

One element of the project which went well is that everyone followed their roles. For instance, while the fundamental pieces of the code were being crafted by my group members, I was free to focus my efforts on the graphic design in Paint. After the basic code was written, it was easy for me to code the fonts, images, and shapes I needed. Furthermore, every group member was constantly task-oriented. We always stayed focused so we finished on time.

If this project were to be repeated, there are several ways we could improve. We should have created a more realistic project goal. Since we initially aimed to make the miner jump and climb, I spent time creating images for those motions. However, once we ran out of time to code that, my work went to waste. Additionally, the team could have been more cooperative. When group members had differing ideas as to how to solve problems, they did not always express the ideas in the most polite manner. Also, we should have learned more about Github before we started. We had to spend time merging files since we did not initially configure branches. If we had studied Github before we began, that time could have been used more efficiently.

What you did to move the project along

What code did you write? Describe it in detail

What aspects of the project went well in your opinion?

What could the team have done better?