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Individual Summary

Gamer Shamer had a successful and positive experience creating the Miner Challenge. As project manager, I oversaw the entire team and game to make sure everything was cohesive and progress was being made. At the beginning of every class, I spoke to each team member to determine what stage our game was in and make sure they each had something to work on. I played a key role in setting goals, determining a team timeline, and making decisions on the limits of our game.

In addition, I also programmed a significant portion of the game. At the beginning, I worked closely with Claire to create the basic foundation for the game (e.g. keyboard movement). I also created the initial scrolling background and then worked during multiple subsequent classes to figure out how to use a scrolling background with more than one level. I also programmed many of the changes. I changed the rocks so that they hurt the miner if they hit him anywhere, not just the top of the head, and I fixed a bug when the start screen was appearing at the start of each new level. I worked with Claire and Taylor to program the restart option.

I feel that overall, the team worked very well together. Taylor truly exemplified her role as User Interface designer. Claire and Noga both worked well on the main code. I moved between the three team members and worked wherever I was needed on a given day, most often with Claire. We were able to come to decisions quickly and fairly when necessary, such as deciding on the number of levels and replacing the gems with emeralds. As a team, we could improve the game by adding complexity with other power-ups besides gems and by further improving the graphics. We could also have divided the work up further so that more people could be working simultaneously on different computers, though I think it was helpful to work in pairs or even as a group of three or four at times. All in all, I think we were successful and personally I learned a lot, both about programming and how to effectively manage a team.