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Individual Summary

My role in this team project was the lead programmer, or “code monkey”. While everyone in the group shared work equally and coded a significant amount individually, my job was to oversee the overall programming and take charge in working out the code. I believe I fulfilled my job description. Whenever my teammates had a problem with whatever piece of code they were working on, they asked me to look it over. True, at times I had no idea how to fix the code or even make it resemble the intended piece of the game, but I gave each my best try. Usually, I did fix the code! I am the ultimate code monkey.

For my own part, I wrote the chunk of code dealing with the falling gems. I created a class of gems that included an array of gems falling from the top of the screen. The gems were colorful circles (the array of colors itself took quite a bit of work and help on Ms. Gerstein’s part) that bounced when they reached the “floor”, or the bottom of the screen. Whenever the miner character in the game came into contact with a gem, he gained a life. Of course, as lead programmer, I also worked generally on all of the game’s code – just like the rest of my group members. The gems, however, were entirely mine. Later, we actually replaced the gems with emeralds, which Taylor created. She used my class exactly, though, and basically all that changed was the appearance of the gems. Instead of circles, they looked like real jewels.

In my opinion, the project as a whole was a success. We worked well together as a team. We created a goal that was challenging while not going beyond any of our capabilities in Processing. The very fact that we *could* change our game details so fluidly and without extreme problems is a testament to our smart programming. Our game is cute, easy to understand and play, and is the result of a good deal of efforts, shared equally among our teammates.

Of course, there are some things our team could have done better. Sometimes, it was the actual coding that presented a problem. Our background gave us quite the trouble, and the added pressure of time constraints with the project only increased the anxiety. That was not something we could control, however. The only way to solve those kinds of problems would to have been better at programming, which defies the goal of the project to push ourselves beyond our comfort zones. If there had been more time, perhaps our game would be just that much better. Overall, however, the game and the project as a whole was successful.