IMT-3601 Game Programming project

Individual report for Peer Andreas Stange

Member of: Neuton

Game: Frank Darkhawks Maze

On our project I worked on the player controls along with Harry and also created the random generation function for our maze, I was also the project manager. The player controls that I worked on was later moved to incorporate with our MVC-design pattern. But the part of the project that for me has taken the most time has been the work on the random generation of our map. The work was in our Gantt-form scheduled to take 2 persons and a time of 2 weeks, but ended up being 4 weeks+ and 1 person working on it. The work on the random generation was very hard and difficult, not the programming part but more the algorithm, how it should be performed. After a few weeks of slow progress I enlisted the aid of Jason Mackie to help me with my problems. With his help I managed to finish the algorithm after one week of work, turned out I had been pretty close the entire time, but my wishes to have it been done recursively had created some problems with that function and how it behaved.

I’ve also worked on some part of the networking that did not get incorporated into this project due to changes that were made to the networking model when we implemented it.

I’ve felt I’ve learnt a lot from this project both as a participant and as the project manager. On the participant side I’ve learnt a good deal about the Model-View-Controller pattern we’ve used and also the usage of multiple files and their interaction between each other, which we so far have not had that much about in our courses, except for in mobile-programming. Also felt I’ve gotten a better grip around the usage of STL, especially lists and how they operate while working on the random generation function. And of course also a fair bit about how random generation or procedurally generated content is made.

On the project manager side I’ve learned that I perhaps should have been better at documenting our meetings and given our meetings a more rigid structure since most or all of our meetings have been in the form of: “Show up, do your work, ask for help if you don’t get it”. Luckily since we have been such a small group this hasn’t caused us any problems since it’s easy to get a hold of the person that has worked on the specific functions one would like to know what does. Also I made our Gantt-chart and should have been better at maintaining it, but the teamwork experience during the course of our project I feel has been a very good exercise both for myself as a participant and as a project manager. Gotten to learn my weak and strong programming and managerial skills a little better.

Some more personal notes on our project is that I feel I’ve not been as emotionally invested in our project as I feel I should have been. I’ve felt that it’s been more of a task that “HAS TO BE DONE” and not something I “WANT TO GET DONE” like for instance the mobile project was. This has made that I feel I have contributed to little to our project both in time and content. I think perhaps I had felt a stronger connection to our project had the discussion on what framework and technology we were going to use been based more on: “What would be a smart move for our future and future techs and frameworks” and less about “This has to work on Linux and be open-source”.