Anita Mo

To move the project along, I helped come up with the themes and objectives of each level. Using these ideas, we decided on the different graphics to use- level 1- lions, level 2- pearls, and level 3- fire balls. I fixed some bug errors with the classes, such as the introStory Boolean and lion array, along the way and with Caitlin, coded the fireball array, catcher, and lives for level 3.

As graphics person, I took pictures of all our members, found images for all of the backgrounds, resized them, used Photoshop for transparency and organized them into their respective .jpg or .png files. In Photoshop, I not only wrote up the interesting storyline to go along with the game, but I also worked together with Arlene, the code monkey, to make sure I was including key instructions for the levels we were coding. I made sure that each member had whatever images they needed in the master branch for whichever level they were working on.

In my opinion, I think our team had good communication and we all took our tasks seriously. We knew each other’s strengths and weaknesses and work was divided pretty evenly between the four of us. The main issue was the merging of branches and putting separate pieces of code together. Outside of school, it was hard to understand what each team member was contributing and how to commit changes without messing up the branches. However, I think we eventually got the hang of it. In addition, there were issues with the timer but we decided to do Booleans to control the storyline instead. For improvements, I would say we could have had better time management but overall, I am really proud of our game and the hardships that we were able to overcome.