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Ms. Gerstein

Intro to Programming 9/10B

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Final Project Summary

My role in this project was the primary programmer. If the contribution to the group’s code was broken up into a percent I would say roughly 80% of it was done by me. I also did most of the research on how to program the code as well as learn new things such as inserting audio. One of the few things in the code that I did not contribute to was the code for the first two classes of the character’s design and the counter for the bounces. Everything else however was produced by me.

One of the things that I learned from this project was how to use array lists in different ways. This project called for techniques covered in class as well as more advanced ones. However through some research on array lists, I was able to implement them into the project. What made the process of coding less tedious was the fact that after I completed the code for the first level, all proceeding levels followed a similar structure. It was easier to copy and paste the first code I made and rename all of the variables to create an entire new aspect of the game.

If assigned this project again, I think the group could have worked on the dispersion of the workload. As previously stated, I coded a majority of this project. My group members were helpful, however they were not able to assist me in the project well because of lack of understanding of what my thought processes were as well as what code the project needed. In retrospect, I should have taken more time out to make sure that everyone was caught up on what I was trying to do and not left behind or lost whenever I tried to do something.