CSCI/ISAT B145 Final Project:

Acknowledgement of Help Given or Received

Please take this seriously. If you do not give credit to those persons and/or resources that helped you, you may be accused of **plagiarism** and **you may end up with a zero on your final project!**

If you **PROVIDED** help to other students on the final project, please complete the following table (*and add more rows if needed*):

|  |  |  |
| --- | --- | --- |
| **Name of Student to whom I provided assistance** | **Affected source code** (list the names of affected classes, methods, constructors, variables, etc.) | Briefly describe the **extent** of help that you provided to this person, and estimate (as a percentage) how much of the student’s affected source code you helped write |
| Dr. Lukasz Pawelek | GameBoard prepare method | Explained how to properly instantiate spaces, the spaceIndex, and movement indexes. (Probably 1% of overall code) |
| A lot of students |  | Dr. Canada told me to just put a lot students since I have helped a fair few and didn’t keep track of who |

If you **RECEIVED** help from a resource found online, another student (whether or not they were in the class), a tutor, or even Dr. Canada on the final project, please complete the following table (*and add more rows if needed*):

|  |  |  |
| --- | --- | --- |
| **Name of Person or resource that provided assistance to me (include fellow students, Dr. Canada, links to StackOverflow and Greenfoot.org discussion boards, YouTube videos, etc.)** | **Affected source code** (list the names of affected classes, methods, constructors, variables, etc.) | Briefly describe the **extent** of help that was provided to you, and estimate (as a percentage) how much of your affected source code is NOT your own |
| Dr. Brian Canada | The code base he provided gave me a starting point in the GameBoard class and PlayerPiece class. Additionally helped me with the first version of the capture mechanic, but later completely removed and revised capture logic. | Code base provided a starting point for my project and laid the foundation for future methods. I ended up changing a lot of the code, but it was still about (20% of final code and was inspiration for more) |
| Blake (@dotcomdev on discord) | He helped me debug and showed me how to use Greenfoot debugger with breakpoints | He did not write any code or figure out where the bugs were occurring in my code but taught me how to use the debugger. (0% of overall code but saved me hours of manually debugging) |
| Microsoft Copilot | Created the image for my title screen as well as alternate designs | This was done with a series of prompts:  1) “Can you make me a title screen image for my game “Wormhole Dash” ”  2) “Can you use the first design you made me and write “Click anywhere to start!” ”  3) “Try again, only use the phrase “Click anywhere to start!” once“  4) “Try again” |
| Fleet Pack 1 – Kla’ed | Sprites for my red team spaceships | https://foozlecc.itch.io/void-fleet-pack-1 |
| Fleet Pack 3 - Nautolan | Sprites for my blue team spaceships | https://foozlecc.itch.io/void-fleet-pack-3 |
| 250+ Pixel art planets | Sprites for my planets, stars, and black holes | https://helianthus-games.itch.io/pixel-art-planets |
| Board Game Pack | Sprites for my die | https://kenney.nl/assets/boardgame-pack |
| Exit PNG | Sprite for exit button | https://pluspng.com/png-16680.html |
| Learn More Button PNG | Sprite for learn more button | https://pluspng.com/png-25423.html |
| Antique Book, Classic Novel, Timeless Treasure, Literary Heritage, Historical Text PNG | Sprite for lore button | https://www.pngmart.com/image/215684 |
| Circle | Sprite for my change game mode button | https://clipart-library.com/clipart/6Tp5aB97c.htm |
| Ultra Detailed Nebula Abstract Wallpaper 4 | Image for my background | <https://www.freepik.com/free-photo/>  ultra-detailed-nebula-abstract-wallpaper-  4\_39994508.htm#fromView=keyword&page=  1&position=0&uuid=99025bd3-ebd5-4792-b34b-8e51b46c2f7c |
| Retro 8bit happy adventure videogame music | Soundtrack for my game music | https://pixabay.com/music/video-games-retro-8bit-happy-adventure-videogame-music-246635/ |
| Mute Audio PNG | Sprite for my mute button | https://www.pngall.com/mute-png/download/65152/ |
| Rolling dice 2 | Sound effect for my die roll | https://pixabay.com/sound-effects/rolling-dice-2-102706/ |
| Blaster 2 | Sound effect for my spaceship shooting during capture | https://pixabay.com/sound-effects/blaster-2-81267/ |