

Group Assessment

This project has been a pleasant experience, making games using the HTML Canvas and javascript was challenging but at the same time, I got to learn a lot. Soumya and I planned on doing a lot in the final project but were not able to implement all the elements and make our game work as it was indeed, which was a little unfortunate. However, the overall product is something we are proud of and would love to improve on it if we have a little time. We both worked really hard on this assignment and found time to meet outside the class to figure out the little bits that could make our assignment much better and functional. As far as most of the programming part goes, we both have contributed to it, but the majority was contributed by me as I was more accustomed to using programming languages and coding, yet Soumya was generous enough to help me out and make this game better. She worked on how to move the spaceship, as well as how to write the start and end the game. She also helped come up with some good images for the game, which made the game look much better. I worked on the other parts of this project, like making the cacti and meteoroid work, as well as, I worked on the collisions part, which was a little tricky to figure out but we did it. It was indeed a great opportunity to be able to work with one of my friends on campus in this assignment. We did get help from the TAs, but we figured out most of the stuff together. We did have little tension in between, here and there, like any other group, but at the end to accomplish what we desire we worked together and made whatever we have right now.

Percentage of group member contribution:

Isha Sharma 60% & Soumya Sah 40%