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Intro to Programming

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Programming Final Essay

I can honestly say that this final project has be one of the most entertaining project that I have done so far at Magnet. Our project was to create a game in the language of Processing, a visual language based off of Java. We spent the first semester learning how to use Processing and it led to the assignment of our final project: a game. We were split into groups of four or five, and were assigned to create a game and take on different roles that would be given on an actual project such as a Graphic Designer or Main Programmer. I felt comfortable with my role as main programmer because I felt comfortable with the language. Little did I know that putting four mini-games together would be such trouble.

Everyone in the group was responsible for creating a mini-game to be put in out “Kanye Quest”, a quest in which Kanye West is on a rise to power. At first, each person making a separate mini-game seemed like a good idea. We would each do small parts of a bigger project, thus lessening the work on any one single person. When it came down to me putting the parts together, I had a lot of trouble. Having four different people working on code let to four different ways of solving a problem, and I had to adapt to each and put myself in the position of the person who wrote the code. When we first realized this was a problem, the solution was to create classes of our games. This would make putting together the parts much easier. When this was done, I was able to use prior knowledge of switch blocks and Polymorphism to easily switch the active mini-game, while conserving system resources by moving the old games off of the heap. After that was implemented, the mechanics of switching the game became extremely easy. I feel as though this project was a good micro chasm to working on a development project in the real world, and I think that might be something I would want to do when I get older.