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Intro to Programming

27 January 2014

My team’s final project is a series of mini games where each game was designed and executed by a different team member. My role in the final was to create a game in which the player would have to dress Kanye West. I decided to contribute a raindrop game in order to improve my previous version with revisions such as having different pictures fall instead of the same picture falling. Throughout the final project I have also gained a new understanding of how to manipulate code in order to identify the different pictures, as occurred in identifying which image in the array is dropped. Unfortunately the game

I believe my group worked well together. Though each member created a game, our primary coder, Sehmon, was diligent in helping others fix various glitches while also explaining to the team why their code was flawed. Our Graphic designer, John Stoumbos, worked hard to provide the entire team with their images and continuing to work hard to finish his code on time. Isaiah completed several transition screens and Luigi contributed new, educational challenges to the project. Above all, our system of creating individual work into a cohesive game was efficient. However, with every successful method there are a few flaws. A great challenge for me was to create a cohesive flow chart. Each team member submitted their individual chart which led to a problem because there were five different writing styles. After many revisions, I not only had a better understanding of our final project, but also in the methods of coding.