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CMSI 1010

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Final Report

Proposed vs. Final project plan

In comparison to our original proposal, the final project ended up covering everything we wanted in terms of minimal functionality. We got the game to work in the sense that all of our tools and assets did what we wanted them to do and that when the user satisfied all of the plant's requirements, they would be able to sell the plant and earn points. As for our extensions, (music, score reset, etc.) we were unable to complete those before the final deadline on account of challenges that will be mentioned later in this report.

Who Did What

Due to certain scheduling conflicts and gaps in certain skill sets between the two of us, Gray and Jacob delegated certain tasks to one another. For example, Gray was left in charge of drawing and inserting all of the hand-drawn assets that you can see within the game (the various logos and flower pots that are on-screen while running the game). Jacob on the other hand was primarily tasked with debugging and reporting any issues that would arise while running the game. We left most of the programming to do during the in class work sessions as the both of us would rely on pair programming on Gray's laptop with the two of us scanning the code and coming up with ideas to rectify or add things to the game as we went. This was the method we chose to adopt in order to bypass the process of making branches and having to constantly merge branches into the main branch on GitHub.

Challenges

The major challenge that we faced during the making of this project was scheduling conflicts as our free times essentially did not line up at all, which is why we got most of our actual coding and programming done during the few in-class work sessions that we had. Additionally, we also both had our own unique struggles with the pygame module as Gray cites having issues understanding how to apply certain concepts to the pygame module for the game while Jacob struggled with installing pygame in the first place due to some Windows related errors. Additionally, there were some pulling issues with the remote repository that rendered Jacob being unable to make commits after a certain point due to a file, namely the file “Crying making an intro screen”, creating errors when he would try to pull from the latest commit of the repository.

References

- We received coding help from the following TAs
 - Garrett Marzo
 - Aidan Dionisio
 - Jason Douglas
- We also based part of the code on the chimp example game from within the pygame module