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CMSI 1010 Evaluation

In Path to Glory, we created a platform-based game similar to Super Mario Bros. We thought it would be a fun game, but we were completely wrong or at least I was. I struggled a lot with pygame and all of the ins and outs of it. The group had dedicated me to do the menus. For example, the in-between screen you get when you pass a level, the game-over screen for when you die, and the winning screen when you complete both levels. The code that represents my work is the menus.py. I struggled to get the screen to work when the player interacted with the terrain. The thing I hated the most was the way I had to error-check myself by completing each level every time I changed the code. I would destroy everybody if Path of Glory were in the esports league. For the final, I would give my group and myself an A because we all worked very hard to create this game, and we all went through many struggles.