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My duty in our Mario style game was a mix of QA and Code Monkey. (Even though Kat did not have the official role of code monkey, she took a secondary part in that category.) Our group was intertwining with the requirements and we all ended up helping each other out and doing each other’s task. For me though, I ended up writing a large section of the code and fix any bugs that we encountered while writing it. I credit myself with writing the bare basics for most of the code. What I did was create not only the begging walk screen but also the basics for the boss battle at the end. I wrote this specific section of the code at the end which involves the player firing a missile at an enemy while you have to avoid the missiles he is throwing at you. Prior to that, I created a system (With the help of Kat) that allowed for our character to appear to be moving across the screen; by moving the images from right to left it gives the appearance of our character moving. Other members of my group added the game details and many details to make this an actual game, but I created the original motions.

Along the way, our code had many technical errors that I took part in fixing during class. Our group made sure to end each class with a running code and no mistakes to be made; that I feel was an advantage. Yet, our main trouble was the fact that we could not communicate properly and that time was wasted. It was mostly Kat and I who communicated and most of my work was actually submitted through her own github. Throughout the code we had moments where members were not doing anything, and wasting time that we should have cherished much more. I personally blame this on communication. It seemed like our group was pretty much split and some members were taking on more of a responsibility than others. In the long run one could say it was from lack of understanding throughout the team that caused all these delays and errors.