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Intro to Programming

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In our group we created a hybrid of a Sonic and Mario game. My job was the person to create the UI. A start screen complete with images and multiple options was made to get an info screen as well as having selection over 2 characters: Mario and Sonic. Getting our project off the ground went very well because we went in knowing what kind of idea we had and we immediately started coding the game. We ran into trouble from the beginning with glitches and errors so we had to switch roles at times doing things that were not part of our original group title but had to be done in order to further along progress with the group.

We were able to communicate our ideas effectively and we all had a chance to give opinions on what worked and what didn’t. Our team could have done better to have communicated with each other but it is not necessarily the entire team’s fault. Midterms came around and really put a pinch on time since some classes required much more study time than others and it began to overlap. During the midterm days and the days leading up to it we were very short on time. Time was not something we had this past week. The worst being that the day before midterms we were supposed to have our full period of tech the day before was cut due to having a no school day from snow and inclement weather, cutting out two and a half hours of class time to ask questions or work on it. Midterms really set us behind and since we had no time to collaborate due to our schedules of study periods and time away from school it really cut into our time to work on this project. We do not have the game we imagine to have but if we only had a little bit more time we definitely could have a lot better game than we do now had we had more time to work on it. Overall, our group tried to overcome the obstacles that we had but wished we had some more time.