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Ms. Gerstein

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### Final Project Summary

In M.O.L.D.S., I was the graphic designer. I was in charge of all the media files in the game. I photo-shopped the backgrounds out of all the images and wrote the code for their use in the game, the exception being the villains and the player, which were coded by Orian, Danny and I. I located all the photos of the backgrounds and characters and coded them into the game.

I also selected and coded all of the music in the game. I coded the font for the game and worked with Matt to select it. I also coded the title screen, character selection screen, player health bar, and villain health bar, the four combat screens, the gameover screen, and the won screen. I came up with the idea for how to do the AI and helped write the game code for it. (I did a test code that was used to make the game code.) I also wrote the final project description and tried to organize our group with the readme.

We all definitely had fun on the project. Some of us already had an idea about what to do and nobody was against it. Coming up with ideas was easy, because we all had a pretty good idea of what we wanted to do. Most people did their jobs well. We learned new code as well.

Our team worked well together, but our main problem was time management. We ended up doing half the game in the last two days and taking our sweet time for the first week and a half. Then we spent too much time debating if we should do multiplayer or AI, and then how we should do it. We should have planned out a schedule beforehand. Overall, the project was fun and interesting, despite the difficulties we encountered.