

Orian Sneor

Ms. Gerstein

Tech 7-8 A

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Project Summary

This project was ambitious, difficult, interesting and ultimately, we hope, successful. In the beginning of the project, we decided who would run each respective aspect of the production of the game. I was chosen as the bug tester. As a result, I was the one who maintained and checked the issues on Github. My influence, however, reached beyond simply this role. In collaboration largely with Danny, I helped come up with the method that our game would be run. I came up with the idea of movement by sprites and fighting action via controllable arms.

Having come up with this idea, I decided to take control of the development of the arms. Danny took control of the sprites. Ms. Gerstein was heavily involved in the writing of the arms code, however the idea of making the arm based on the idea of a triangle was originally mine. I wrote (along with Ms. Gerstein) the code for the arms, put the arms into a class and wrote functions for two different punches. A “straight punch” at around shoulder height and an “uppercut” in which the arm punches at a forty five degree angle up.

Our team was composed of five very proficient and adept team members. I think this brought us down as a team. The goals we set originally were extremely ambitious and we did not have the time, the skill or the resources to accomplish them all ourselves in the necessary period of time. Because of this, some of our goals were switched (we did adapt well) but the outcome is not entirely what we desired or expected. The communication of the team was also unsatisfactory. There were many troubles in communicating what had to be done by when.

Nevertheless, everyone on the team did their fair share. I cannot at all say that any person did not pull weight or know what they were doing. The team had fun doing this project and in the end, it is a generally good looking, cool game. If only we had more time, the game would have been better, but in my opinion, our final project is a good example of cooperation in the face of difficulties and dynamic adaptations in order to produce a satisfactory product. I am proud of what my group accomplished.