Danny Wilkins

Per. 7/8 A

1/27/14

I acted as the head programmer throughout the development of this game. My job was to code a working character to be controlled by the player. I wrote the movement and attack code, found in the "Movement," "Person," and "Running" tabs. To use two key presses simultaneously, I used Paras Jha's Blackbox class.

The code that I made focuses on moving a stick figure based on pressed keys. An array of images is used to create a moving stick figure, which is moved across the screen with the arrow keys. Booleans are used to control which arrays are displayed and therefore which direction the player is facing, as well as behind-the-scenes condition checks such as "spunch (straight punch) == true."

In order to create a fully functioning person, I worked in conjunction with Orion. He created a dynamic arm class that moves in a fluid manner. The arms act as the basis for our attacks, and can move differently based on the key that is pressed.

This moves the game along by allowing us to provide a creative, fun experience for the player. It also functions at the actual "game" part, so it is important.

The individual work done in the project went very well, with only minor issues arising in hard-to-identify parts of our most complex code (the person and the arms). Each member of the group was able to create fully functional code that worked very well independently of the other. Our main problem arose when merging the code. Because some things overwrote or changed others, the code of each individual was incompatible with the others, and merging became a meticulous process in which each block of code had to be tested to check for incompatibility.

The team could have done a better job of time management and communication, due to the short amount of time we are left with and the incompatibilities of individual code.

EDIT:

After receiving a three day extension I took it upon myself to sit in front of the computer for seven and a half hours and merge the code properly and add final game-essential functions.

The fruits of my labor were met with little enthusiasm from my teammates.