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Programming

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Summary

My role on the team was creating the user interface. This was specifically creating the title screen and coding menu navigation. The title screen included a placeholder for a future logo and four buttons. The stroke weight of the borders of a button and the text size increase and the fill and text colors of the button change when the mouse in hovering on it. The buttons are labeled "Play," "How To Play," "Options," and "Credits." These are selected by clicking on them. Selecting "Play" brings you to a character selection screen and starts background music playing (may have changed slightly). The character selection screen and music were done by Laura and were integrated into the UI by me. Selecting "How To Play" displays a screen with instructions on how to play. Selecting "Options" displays a screen with a "Liam?" button. Upon selecting it, the button will then say "Liam!" and a photograph of Liam Neeson from the hit film, "The Grey" is set to every screen's background. Things are changed back to normal when "Liam!" is selected. The "Credits" button brings you to a credits screen with everyone's name and job title. Trying to click near to the bottom of the button does not work and is a known bug. You can return from any of these screens and go back to the title screen by selecting the "Back" button which is at the bottom of every page. I moved the project along by dedicating my time to making sure that my code was functioning well and that it could be easily integrated with the rest of the code from my other group members. This turned out to be important because without this stable base code it would be much more difficult to bring everyone's different pieces together. I think, overall, everyone in the group did what they were supposed to do. Orian worked on the animations. Danny programmed the main functions of the character control and other things involving the main game. Laura worked in Photoshop, implemented music and did other things involving the main game. Matt did a good job helping members of the group when we were having trouble with our aspects of the code and got us organized when nearing the end of the project. I think we could have planned out how everything would come together in the end better. Nearing the end was a scramble to get every part to integrate with one another. If we had done this more gradually, step by step, it would have been a much smoother and more elegant transition. Some of this came from a lack of understanding with GitHub and some was poor long-term planning. Other than that it all went pretty well aside from problems stemming from challenges of our project's ambitiousness.