Project Catalyst Peer Review

Marcus Aromatorio & Joseph Horsmann

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Marcus Aromatorio’s Review

        Before detailing the amount of work either of us did, I preface this saying that work went very smoothly and with almost no issues. Starting off, the project needed somewhere to begin, so I wrote the beginning of most of the script files that would need to be used. I also laid the structure for the game code: that being the module pattern with the global called Catalyst. After the base (canvas, data-holding files, main game script, initializers, etc) was set, I began working on the particles and physics interactions. Ironing out these details took at least a week of my time. In the second week, I worked on the depth of interactions between particles themselves, and added a fourth particle type, which was used later in the levels. I added sound assets, the sources of which are listed in the documentation. In the later days of the second week I mostly did supporting roles of tweaking details to fit the game more nicely.

Among small and unnoteworthy details, I started the project, and Joe took a larger role in the later half. He definitely pulled his weight and showed drive to continue working and making solid additions to what we had. Level design was largely his doing, as well as recording highscores and timers. Lots of the visual design was his area, in general. In all, I would say the work that both of us put forward should be worthy of about 87 as a grade. Both of us admit to each other of taking time off of the project, and we were both quite busy with other assignments for a good portion of the first week, so the game didn’t reach our highest of expectations, but is still substantial.

Joseph Horsmann’s Review

Marcus and I had a good workflow for this project. We were both understanding of each other’s other work and time commitments, so there was never a feeling of ‘I expected you to do more’ in this project. We started off a little slow, myself in particular since Marcus laid most of the ground work by building the particle physics, and went on to tweak and improve it multiple times as well. Early on, I spent a lot of time working on concepts, onboarding and how we wanted particles in the game to interact. As time went on and we had a more solid base, I took on more tangible tasks and worked on the visuals, high scores, timer and implementation of our level design plans. With that said, Marcus was certainly no slouch. In addition to making small tweaks to the physics periodically, he worked on structuring, sound design, particle interaction and bug fixes.

Overall, even though we brought in our scope a bit from where we had originally began, I think we ended up with an interesting game with a lot of potential to work with going forward. I would grade myself, Marcus, and the project as a whole as A-worthy, somewhere around 95/100. The game certainly could go further, but I feel that we encapsulated the core of our experience well and highlighted the important features of what our game brings to the table. Going forward, I think our next step would be to re-broaden our scope a bit and work on incorporating some of the other mechanics we had initially discussed in addition to color-changing.