Yohance Huggins

Mrs. Gerstein

7-8 A Technology Final

10 June 2013

***Project Manager- Yohance Huggins***

As project manager my role was to do all the documentation required for the game. This included the project description, the flowchart, and the report. My job was to make sure that the code monkey and the coders knew exactly what kind of game they were building and making sure that everyone was staying on task and completing their goals in time. The importance of me writing the project description is that it makes sure that anyone who is reading it can understand exactly what the purpose and direction of the game is supposed to be. It takes all of the code and puts it into essay form so that even someone who has never studied coding can understand what the game is supposed to do. The project description is important because if it is off and states that the game is supposed to do something that it doesn't then false hopes in the capabilities of the game are created. When those hopes are not met usually you will find that the user becomes frustrated and most likely will not give your game a good review.

This project was changed three times until we finally came to the conclusion that we were going to use the "Jump Jump" game as our final decision. I began to write code for the initial idea game and a derivation of this game when we were having trouble getting the bear to stay on top of the platform and jump to a different platform that was moving downwards. My new idea had been to create a dodging game where the bear was able to dodge the bars that were falling based off of our original code. In those endeavors I created an alternate game where there were "lasers" that stuck to the center of each platform and made it so that the bear could not jump very high over any of the platforms if they were close and that was the only way to dodge the platform, but we decided to go back to our original "Jump Jump" game. For the centipede game I had a centipede that moved vertically and horizontally according to the arrow keys, but we did not use that idea either even after I wrote the whole product description for it.

In my opinion I think that our group worked well when it came to having things handed in on time, but the communication could have been better because many times I was assured by my group that we would be doing one type of game and I would spend time writing up a project description that I would find out last minute that we would not be using. Besides that though I had no complaints about my group and I felt that we all worked well together and every person carried their own weight for whatever job was assigned to them. I think that next time the communication needs to be there because there was a lot of wasted time that could have been spent on making the flowchart earlier and in the long term allowing more time to help move the project along quicker.

Alex LeGrand (Code Monkey)

Ms. Gerstein

Intro to Programming

6/13/13

***Code Monkey- Alex LeGrand***

My position in Minority Report was technically code monkey, but our roles overlapped somewhat as the project progressed and I did more work in UI and game design. At first, we were having problems establishing a concrete idea for the project, but we were unsure of how to approach some of the ideas that we came up with because of their complexity. As a result the plan kept shifting around from one idea to another, but I did my best to keep the team supplied with fresh, practical ideas. Eventually, I came up with the idea that we create a game similar to Doodle Jump, a simple game in which the player jumps up platforms to see how high he/she can get. Once we all agreed on the idea we split up the work and it was my job to create the main menu/introduction screen. On that screen I placed an enlarged version of the character that Natalia and Tania created. I also placed the title of the game, “Jump Jump”, and Instructions and Start Game buttons. When the player clicks either the Instructions or Start Game button, instructions or startGame is set to “true,” and the code for each is run. As we got closer to finishing the game I kept coming up with new ideas to improve the game such as incorporating levels and increasing difficulty.

Aside from the constant changing of ideas I think that everything ran pretty smoothly for us. Everyone was cooperative and did their part. The game looks great and for the most part runs just as it’s supposed to. The only change that I would make in the future is better organization of the work division because while everyone contributed and did their part, some people had small tasks and finished them quickly, but then had nothing to do after.

Tania Lopes

Ms. Gerstein

Tech 7/8 A

14 June 2013

***Graphic Designer- Tania Lopes***

As Graphic Designer, it was my job to help design and specify the user interface, control how the game looks, how the users interact with the game, create buttons, images, and colors, visual and audio effects, control logic and programming, and design user instructions. I helped with all of these to the best of my ability. To move the project along, I worked on it whenever we had time in class. When we got stuck, I spent time at home to try to figure it out.

My part of the code was originally creating the platforms and clouds for the background. To do this, I created a class that was a set of two rectangles falling every few seconds.. One of them appears at a random location on the left half of the screen and the other on the right. They are a random size and fall at a speed that increases as you go up the levels. The clouds are an array of 4 images which appear at a random x position and go up on a constant y speed to give the illusion of going up. Once they reach the bottom, they reappear at the top. It was also necessary to create a timer to set up the clouds and the platforms. I used to same basic setup as timers from previous programs to create it. Lastly, I helped design the spikes once we decided to create them. The only difference between them and the platforms is that instead of rectangles at random locations and lengths, they are the triangles of fixed positions and lengths.

To improve the project, the team could have spent less time trying to figure out what game to make and more time working on the actual project. More time would’ve allowed us to make the game better. We would have been able to make a reset function and add more features to the game to make it more interesting.

Natalia Rincon

Mrs. Gerstein

Tech ⅞ A

14 June 2013

***UI- Natalia Rincon***

I was the UI for my group, the Minority Report. I helped come up with the idea of the game and I helped us stay on task by assigning some specific tasks for each of to work on. I specifically worked on the little bear character that jumps around in the game. I wrote the void keypressed() and the void keyreleased() to enable the little bear to move with the arrow keys. I created the instructions and helped with the button to start the game. I also decided on many of the colors and pictures that we used for the background, platforms and character. Alex, Tania, and I figured out how to work out the different timers to set the beginning platform, the levels, and the spikes. We also collaborated to make it so that the little bear would identify the other different objects.

We worked well together and I think the part that went the best was when we each had a task that we needed to accomplish for “homework” such as Tania to take care of the platforms and their movement, Alex to take care of the starting screen and the setup of several startGame, and endGame booleans, and me to take of the little bear and his movement. The next class we had a lot more done and were able to work on the more complicated aspects together and having the basics prepared so that we could get right to work.

The team could have decided on a game sooner. We kept changing our minds which made it difficult for Yohance to write the project description and for us to get real work done early on. For example, I had already created most of the bear and had made it so that when you press the down arrow the little bear sort of squishes down because at the time we had not been thinking of doing the jumping game. Now there is no need for him to duck, so if we had decided early there would have been less time misused.

Ashley Molina

Ms. Gerstein

Technology 7/8A

13 June 2013

Bug Tracker- Ashley Molina

As a bug tracker my job was to keep track of all the bugs. By playing the game each opportunity we had, I was able to track the bugs that could have potentially prevented the game from being great. There were bugs such as the platforms sticking together, or the player getting stuck in the platform when it land on it. Keeping track of the bugs helped the group to improve and make our game better. Not only did I keep track of the bugs but I gave possible solutions on how to fix them. I am not the greatest at processing, but with the help of my ideas group members that are good at the program were able to make the ideas a reality. By making the solutions a reality the game does not glitch as much as it used to.

While Bug Tracker was my title I also help the Project Manager with some of the task he was in charge with. This included helping with the web, just to start it off and get the ball rolling. I made sure the stay involved with the project, and whatever help a team member needed I was able to provide some assistance. I also made sure to consistently ask if the bugs were fixed on the game. By continuously asking, the group made sure to address the issue, and I could then update github.

Everything went well in our group in my opinion. Everyone stayed on task and worked well together. We all made sure that we stayed concentrated on what was important. The only thing I’d say we could have improved was deciding the concept of our game sooner. The first two classes were so was deciding on the game concept, which slowed us down a bit in the beginning. Other than that, I believe our group did a great job.