Chris Majcher

One Page Summary

Our team for the final project was composed of Brandon B, Connor, Christiana, Breeah, and I. The game we picked to create in processing is Frogger. A classic game played by everyone in the group, it turned out fairly well. Project roles were chosen without disagreement. Being the project manager, I set up the Github repository, kept everyone on task, managed bugs, worked on documentation, and even a decent amount of code. Overall, the workload of the project was split fairly among the group members. Not one single person was held accountable for one single task. From the flowchart to the code, it was a great team effort. The flowchart and documentation were written and uploaded on time. The code itself was quickly started, along with graphics and the repository setup. Goals were set in the “readme”, as well as the project description. The first code I worked on was setting up the various classes moving across the screen without the graphics or controls, which were coded by other members. I worked on resetting the car class, as well as not having it overlap with other classes. Much of this code, not all, however, was rewritten when our group incorporated polymorphism into the code. I also worked on fixing the instructions button. The code that was telling the instructions class to run was located in a much larger if statement that would not allow the necessary conditions. I placed the instructions code outside the larger if statement and it worked as intended. I also added the ability to play the game more than once to the code by simply resetting the lives to 5 once start=false. One thing we certainly could have improved upon is to set a few standards, such as the display size. One member made a graphic for a certain size; yet, the code for the graphic was already using a different size or was created on a different computer with a different resolution. A few of the goals set were not met, such as upgrades to the frog and bonuses. Much of the code was written over several times and this could have been avoided if I kept better track of what everyone was doing. Overall, the progress of the project went well. The game was fun to make, has no known errors, and is ready to play!