Christiana Limage

Ms. Gerstein

Intro. To Programming

26 January 2014

MonroysMoneyMakers

Initially, I was rooting to have the graphic designer role and eventually, I did get that role, along with working a lot on the code. I managed to find the background and some of the moving objects such as the red sports car and the truck. Since many of the photos used did not have a transparent background, it was also necessary to open each picture in Photoshop and remove the background and possibly flip the image backwards if that was the way it would be moving in the game. Based off the example on polymorphism and inheritance, I did the car and boat class, along with the arrow key controls for the frog and making the cars interact correctly. The car and boat class required using an arraylist that was introduced in class but was not really described in depth so it took some time getting use to it. I set all the velocities for the moving objects differently so it would increase difficultly. At some point, I realized that making all the objects reload every 5 seconds was using too much RAM, so I simply took out some of the objects from the respond void and just made the objects wrap around to where they started instead. I also helped when it came to the initial project description and flowchart.

When we first started, we came to decide what we would be doing pretty quickly. We managed to capture the basis of the game, even though we were not able to incorporate the upgrades we wanted to. We all managed to at least contribute something to the final game. Although in the end, the group as a whole could have communicated more and less… boisterously. Tasks could have been given to each person and made sure that it was accomplished in a timely fashion, making the individual responsible and not just one or two people on the team. The time we were given to complete the game could have been utilized more by every team member in order to get the game the way we wanted it to be. All in all, the project was very eye opening.