

Screen cast link: [Group Project Screen Cast.mp4](#)

## Group Project

### Work done:

As the project manager, I took on a “jack of all traits” role, where I did bits in all parts of the project.

### Code

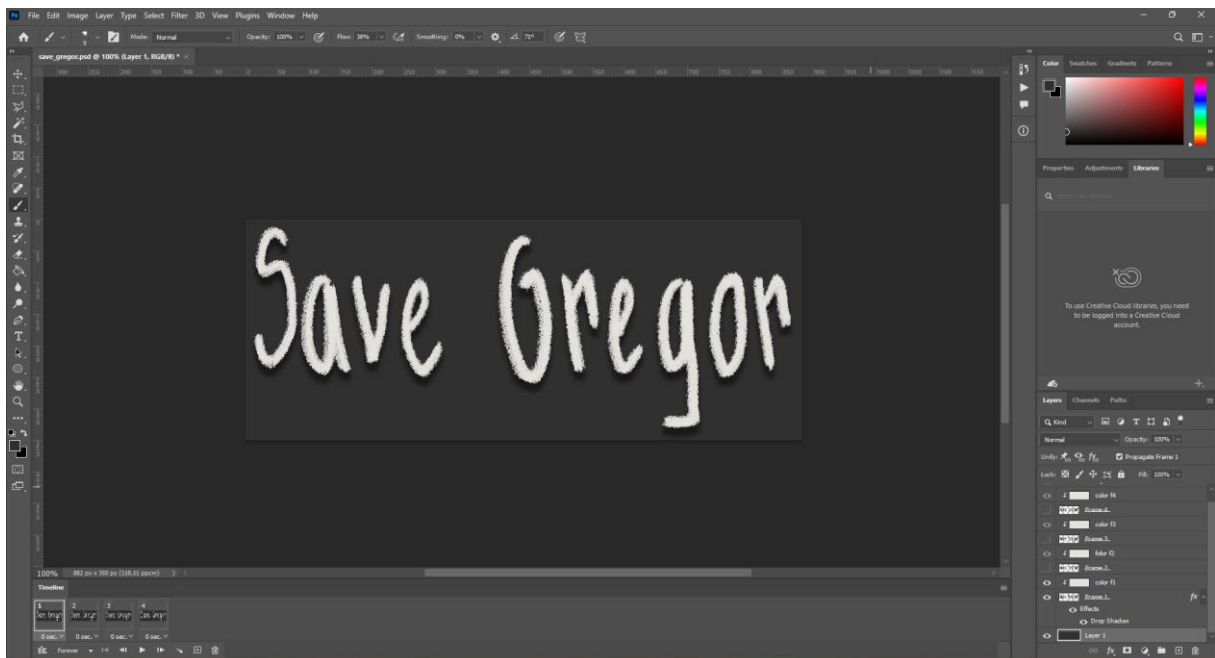
Starting with the code, in this project I mostly focused on loading in all the textures, sounds, creating the game’s layout and polishing, but I also created some basic parts of the game such as the spawning and movement of the apples, animating, time tracking, switching the start game button’s states and sound toggle.

We decided that it would be easier if Leo was the main coder and coded most of the basic and advanced gameplay, which is how it also ended up being for the most part.

### Art

For art I created a few UI assets, including the animated game button (“Save Gregor” and “Try Again”), animated hearts (4 states – 3 that ended up used in game), the game’s font and the instructions background.

I also edited most of the assets that were pushed up in cases when I found out that something wasn’t contrast enough, wrongly colored, or wrongly sized that it exceeded the SFML limit.



To animate the assets, I used Photoshop’s animation mode, which I used for the first time.

In the background I typed out what I wanted to animate in my Gregor Font and then, for every frame, I traced it by hand, creating a wiggly, slightly changing look. I created the hearts the same way by first pre-drawing three of them for the background.

## Video

I edited the short trailer video in Davinci Resolve, using clips I recorded and clips that were sent in by each of my team members.

## Audio

All of us looked for background music and sound effects, which I later filtered out and edited in Davinci Resolve to make them “loopable” and suitable for the game.

## Project Managing

I have organized meetings, set deadlines for the art assets, and assigned work when someone wasn't sure what was needed next. I also kept track of both the state of art and code, to “glue” everything together and make sure the game stuck to the initially chosen style.

## Reflection:

This was the first time I coded something more complex with more people. At first, it was confusing, and I struggled a lot, because it seemed that me and Leo had very different coding styles, so it was extremely difficult to understand what the other one was trying to do. That is also the reason why we later split the work into more distinct parts – the functional gameplay and the loading of the assets and animations; that ended up working out well.

I am not sure how well I did as a project manager - I tried to give everyone the work they enjoyed the most and were best at and when everyone took their parts, I tried to fill in the rest so that everything would be covered.

What I found to be very difficult was managing the team while being busy with other work, that is also why the project's progress slowed down for a few days, because I did not have time to evaluate what was the next thing needed of each of the team member, which might have hurt the team time-wise, but thankfully, everyone was in a similar situation and agreed to first get our individual projects done and then get back to the group project full time after.

Most importantly, I constantly communicated with everyone, kept bringing the team together to discuss our work and was there as the person the team came to for confirmation of what they were doing or with questions. I also feel glad to get the teammates I did, because everyone always responded, did their part of work, and genuinely cared about the project.

Overall, I learned a lot with this group assignment. I have perfected my use of git bash, understood how coding in multiple people works and learned how much it matters that everyone does their part properly and in time and how much it slows down the whole process for everyone when they don't.

I enjoyed the versatility of my work, and the control over the project's course as well, and feel satisfied with our complete outcome.