

Group Project Reflection – Sophia Stanley

Throughout this project I learned quite a bit! Although I didn't do much coding, I am proud of what I did do in the end:

Using the bool that checks if the mouse is on the buttons for selecting a character to display each character's stats and sprites as you hover over them was a very cool thing to do, and a lot simpler than I thought it would be to implement since the colliding bools were added beforehand.

```
// Mouse checking the buttons
character1Colliding = character1Button.checkForMouse(mousePos);
character2Colliding = character2Button.checkForMouse(mousePos);
character3Colliding = character3Button.checkForMouse(mousePos);
character4Colliding = character4Button.checkForMouse(mousePos);
character5Colliding = character5Button.checkForMouse(mousePos);
character6Colliding = character6Button.checkForMouse(mousePos);
}

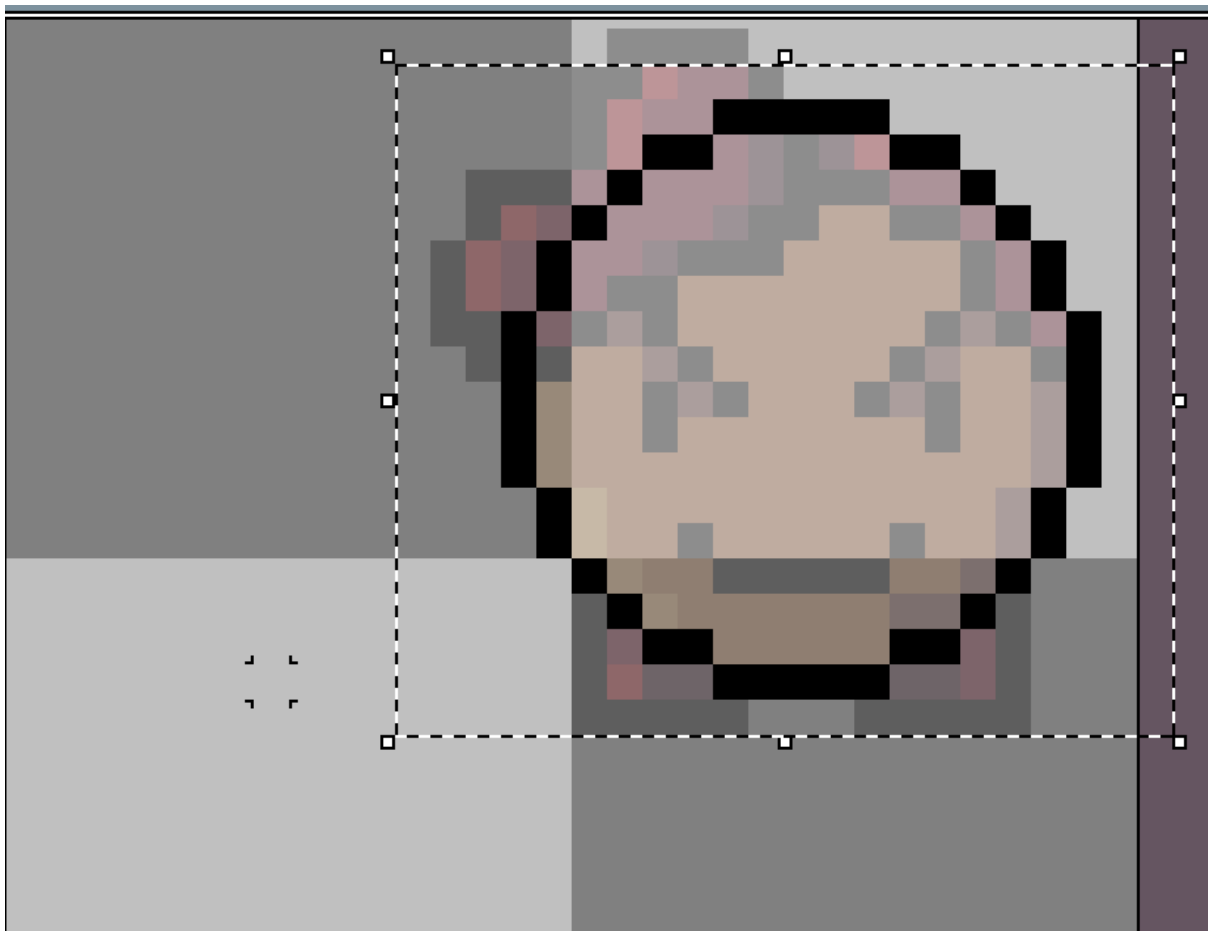
if (character1Colliding)
{
    characterStats.setString("Rose\nSpeed: " + std::to_string(Rose::SPEED) + "\nJumps: " + std::to_string(Rose::MAX_JUMPS) + "\nJump Force: "
+std::to_string(Rose::JUMP_FORCE)+ "\nJump Length: " + std::to_string(Rose::RISE_DURATION) + "\nFall Speed: "
+ std::to_string(Rose::CHANGE_IN_GRAVITY));
}
```

```
308 // character sprites
309 if (character1Colliding)
310 {
311     t_window.draw(character1Sprite);
312 }
313 if (character3Colliding)
314 {
315     t_window.draw(character3Sprite);
316 }
317 if (character6Colliding)
318 {
319     t_window.draw(character6Sprite);
320 }
321
322 t_window.draw(frameSprite); // frame/border/background for character select screen
323 t_window.draw(characterStats);
324
```

In the art side, I learned that I could count pixels easier by saving the image and using Windows' cropping tool to tell me how many pixels are in a selection. This would've saved me a ton of time and helped me not make each box for the character select screen 1 or 2 pixels off from each other, but fortunately it's not too big of an issue now that it's over and done with.



In a more positive art side, taking my character's head and drawing a circle over it to make sure my side view was the same size as it was a cool trick! I have trouble figuring out spacing, even when I can count pixels, so getting to do this saved me a lot of time and worry that I would've had if I had just eyeballed it.



I also learned that having a team that you can communicate with is very important haven't done many group projects before this, so having a team of people who are open to everyone's ideas, make sure people get relatively equal amount of tasks done and can do things that you wouldn't be able to do was a very pleasant experience to have.

Link to Screencast

[Screencast - Sophia Stanley.mp4](#)