BIOSHOOK

Introductions

Company

Bionic Entertainment

Members

Leader: Philip-Nicolas Varga

Member: Elen Misura

Why did we choose to work together?

Topics

Biology/Medicine/Chemistry

Interests in biology, medicine and chemistry were exhibited
because our entire project was about the body and its systems.

1.

Learning Areas

Topics/Age Group/Three learning areas

Topic

- Focusing on the body and its systems
  - Immune system

Age Group

- Age group: Teens
  - Age: 15-17

Three Learning Areas

- Three learning areas
  - Biology
  - Chemistry
  - Medicine

2.

Path to Success

Difficulties/Obstacles/Overcame

Difficulties/Obstacles

- Difficulties:
  - No plan on how to get to final product;
  - No communication /too little communication;
  - Inefficient work by team leader and team member

- Obstacles:
  - Separate aspects were complete, difficulty putting them together

3.

Learned

What did you learn? About Java? In general? About yourself?

Learned

- What did we learn about Java?
  - libGDX

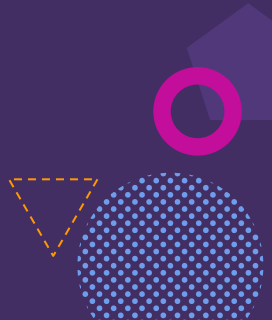- What else did we learn?
  - Tiled

Learned

- What did we learn about ourselves?
  - Communication
  - Planning

4.

Conflict(s)

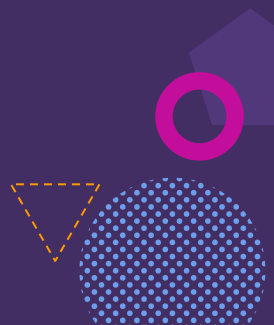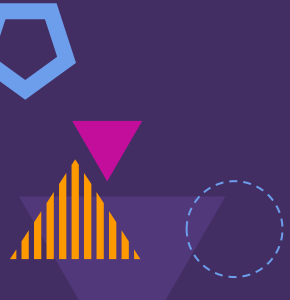What was the biggest fight you had with your partner?

5.

Conflict Resolution

How were the conflict(s) resolved?

6.

Biggest Success

What was the biggest success? How was it achieved?

7.

Regrets

5 things you regret doing and will never do in the future

Regrets

- Main Regrets:
  - Not working efficiently/quicker
  - Not communicating with my partner
  - Not planning how to achieve final goal

8.

Game Demo

Step by Step walk through. How is the game played?

9.

Comments
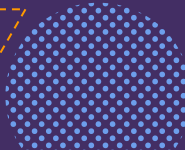
Comments from peers who have played your game

Comments

- Comments from Peers + Names:
  - "I like how the camera flows" – David N.
  - "Noice graphics!" – Surya K.
  - "The graphics were really wonderful!" – Julia B.
  - "Nice graphics, I liked the red part, but the controls were confusing." – Chloe N.

10.

Game

Why is your game the best?

Thanks!

Thank you for listening.

Any questions?