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Ms. Gerstein

Intro to Programming 9/10

28 January 2014

Final Project Report

My role in the creation of *Cake Clicker* was Code Monkey. I was the primary architect of the code. When we wanted to add a new feature to the game, it was my job to use my understanding of the code to figure out and implement a system to make the feature possible. As glitches occurred, I flagged them, and I would pool my knowledge of the code with Erik’s abilities to fix bugs. I collaborated with him and Emily to implement graphics and interfaces to make the game playable and aesthetically pleasing.

As Code Monkey, I produced a majority of the game’s code. Rather than summarize the whole code, I will give a run-down on the most complex and important code I created: the Tile and Unit classes. The Unit classes allow the game to be played, as the player moves units and leads them to combat in order to win the game. The combat mechanism was one of the most complicated things I coded. The Tile class serves as infrastructure that governs the creation, movement, and combat of Unit object. Tiles can be used to build improvements, such as the city, that allows Unit creation.

I believe our group worked extremely well together. As time went on, our roles slowly blended together; we were a team. As a small group, responsibilities had to be carefully managed, otherwise they would overwhelm us. The burden of programming was most managed by me, but Emily and Erik were immensely helpful in assisting me with coding. All of us worked together (along with my brother, a beta tester) to find bugs. We then combined our skill to resolve issues. We would very often meet up during periods 5 and 6 to collaborate, and meet up in person or use Skype to work together outside of school. The code works well, and I believe the effective end result was the result of effective collaboration.

That being said, there are things we could have done better. We should have procrastinated less. We needed the weekend extension; if we did not have it, we would not have completed the project on time. If we had a larger group, the additional manpower would have helped us finish sooner and do more bug testing. Overall, I would say this was a successful project, thanks to my group and our ability to work together.