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Ms. Gerstein

Technology 9/10 B

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Final Report

I was the project manager in my group. As the project manager, I was responsible for almost all documentation. My role included producing the game description with roles, creating the flowchart, and reporting bugs in the game. In addition to the documentation, I also found images for the game and photoshopped the backgrounds out. After photoshopping said images, I loaded them into the game and created PImage variables for them. The specific code I wrote for the game was the start screen class. I created an arrayList and an accompany cake class that displayed cakes and made them fall to the bottom of the screen. I also decided to make the title and buttons on the start screen transparent, so that it would appear more interesting than having a solid title and buttons.

I think the best part of my group was our unity. We helped each other out when need be and we each motivated one another. We also had good communication, which is necessary when working as a team. Our game came out really well, considering all the bumps we had along the way. We could have procrastinated a bit less on the game, which would have been better for us. Also, our roles did merge significantly, however that could be considered cooperation as well.

Overall, I believe we did an excellent job on our game. We worked together well as a team and we each worked very hard to make the project great.