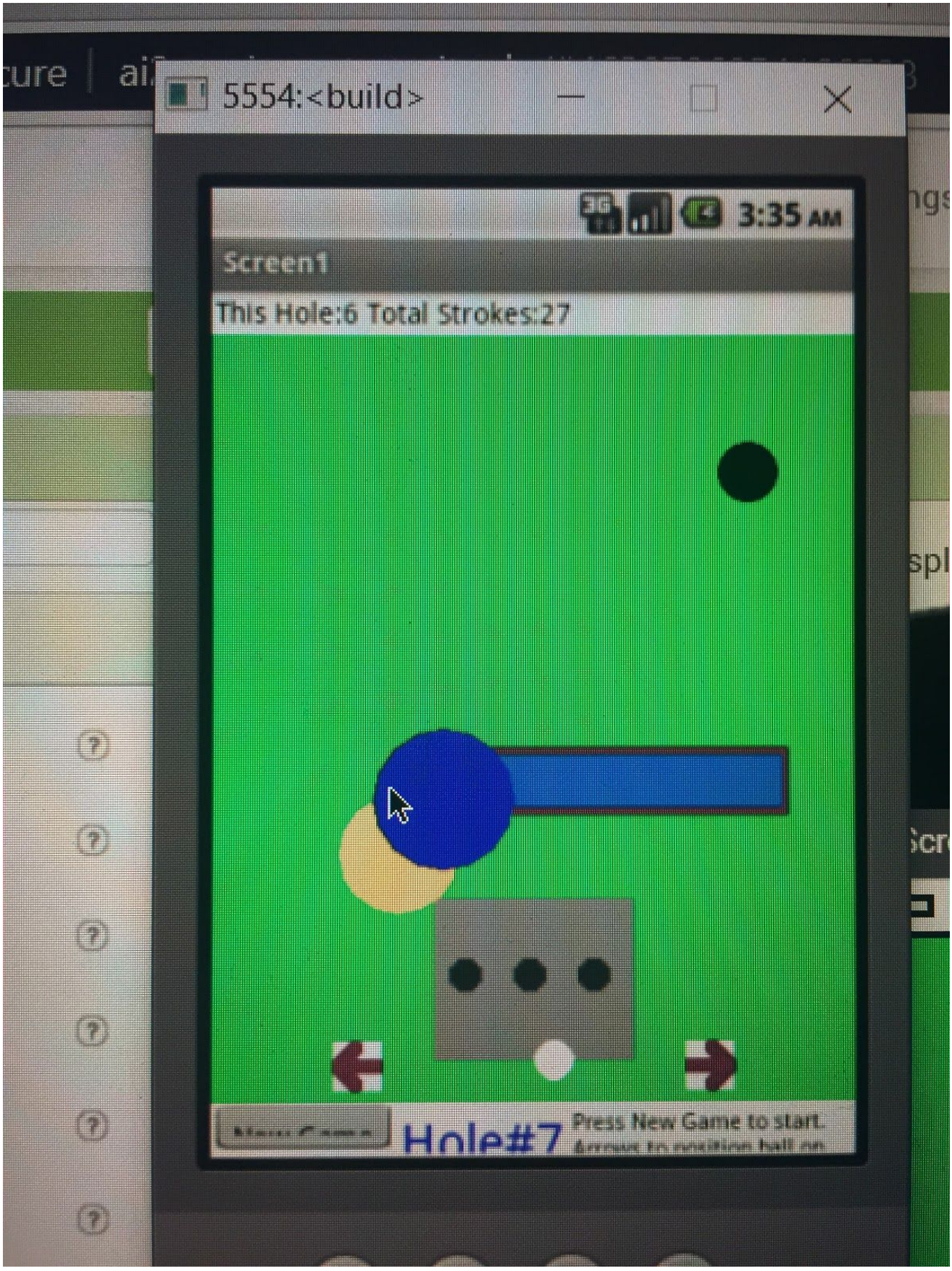
Mini Golf


5554:<build>
3:35 AM
Screen1
This Hole:6 Total Strokes:27
Hole#7
Press New Game to start.

Version Link Table

	Beta Version	Final Version
.aia	CSP2_Nathan_Kaustubh_MiniGolf_Beta	CSP2_Nathan_Kaustubh_MiniGolf_Final
.apk	CSP2_Nathan_Kaustubh_MiniGolf_Beta	CSP2_Nathan_Kaustubh_MiniGolf_Final

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Brainstorming

Game tutorial: Mini Golf

Ideas/top two ideas:

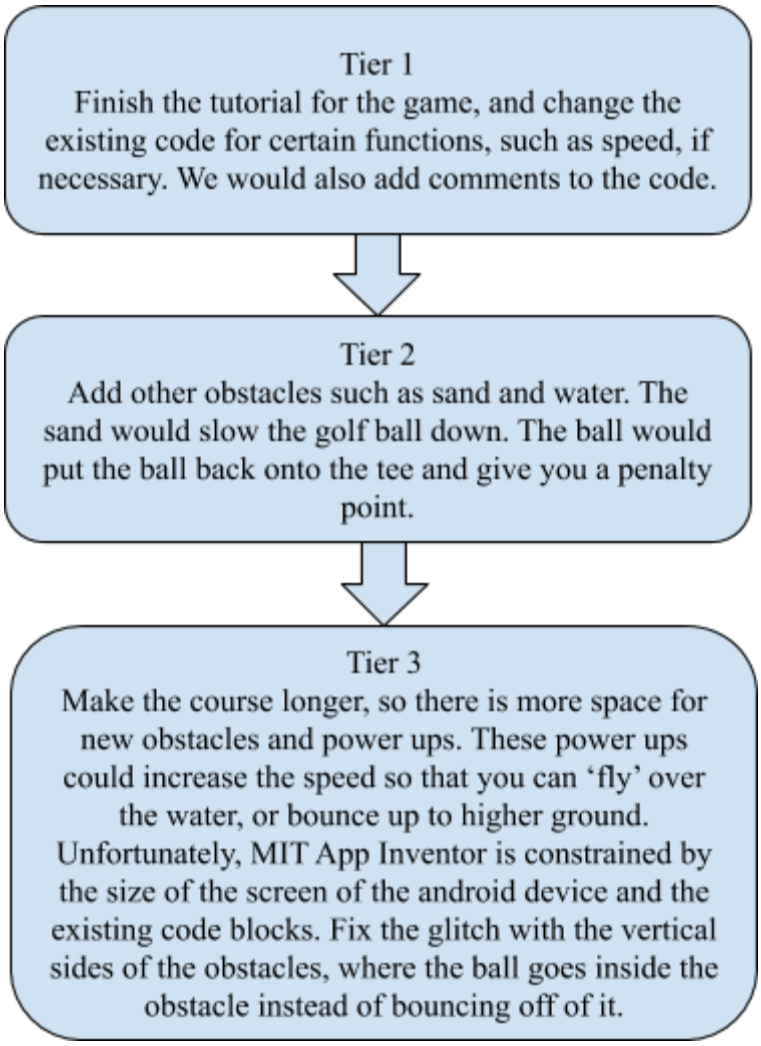
- Global
  - Add sand
  - Water
  - Longer course
    - Power-ups
    - The ground at different levels
- golfers/minigolfers
  - Windmill
  - Loop-de-loop
  - Bridges large pools of water

Elaboration on the Global path

Add Sand	**Add Water**	**Longer course**
For adding sand, one idea was to make it so that the sand would always be near the obstacle, but a little bit away so that the player could hit the ball through that if they needed to. However, we decided not to do that specific idea because it would require code that is too sophisticated. But although we decided not to do that specific idea, we are still doing sand. For sand, we decided to make it the way we made the obstacle; to just position itself to a random value. The	The purpose of the water was to give the player a penalty shot. This means the ball goes back to the starting position and it adds 1 to the total strokes.	This would be to make the area that the ball can roll on larger so more obstacles can be added.

purpose of the sand is to slow the ball down.		

Tier Model



Feedback from another group

- Only for the first idea
  - Change the number the speed decreases by
  - Fix a minor problem with existing code
  - Have the sand slow down or completely stop the ball

Gallery Walk Feedback

Beta-Walk

Instructions: If the tee is not at the bottom of the green area, press the new game button. Use the arrows to position the ball. Fling the ball (white circle) with your finger. Get the ball to the hole (black circle) in the least amount of strokes.	
Pro: Features Liked	Con: Aspects that were confusing, buggy, or etc.
- like the tee - The ball moves easily with each swipe - super user friendly - great game layout, really fun to play - i like the way you kept track with score - good physics - GOOD BALL MOVEMENT and plentiful levels - Very clear objective in game, simple to play, perfect amount of interaction - Nice concept like the amount of levels there are. Can add more obstacles. - Ball animation looks amazing	-make the ball faster, it's too slow -make more changes and add more on -put instructions on the game -make the ball bounce off the obstacle sprite, it went inside and then it becomes pointless - ^^ I noticed that too -make it more touch sensitive - ball sometimes stops midway, and requires another stroke to keep moving. Hard to get ahold of the ball Make more obstacles -Could add powerups to more advanced levels to add an element of surprise. -Could use some variation in level/obstacles

Final Gallery Walk

Instructions: If the tee is not at the bottom of the green area, press the new game button. Use the arrows to position the ball. Fling the ball (white circle) with your finger. Get the ball to the hole (black circle) in the least amount of strokes.	
Pro: Features Liked	Con: Aspects that were confusing, buggy, or etc.
-Good idea, implements changing variables well and changing environments -Nice layout for each new hole! -like that you guys took feedback and added more obstacles. -like the colors -I feel like this game is better than the other one mainly because it not only functions but also I like how the amount of speed you swing your finger on the screen directly controls the ball. - You made really cool additions to the game,	-The block which deflects the ball is buggy on the sides, and can sometimes be glitched through -confused on what the yellow circle is supposed to do, it's easy to just go through it -make speed slower so it isn't easy -Multiple obstacles that overlap made it a bit confusing as to what their individual purpose was. - Some objects didn't seem to inhibit the ball in any way, a little confusing in that aspect - the ball went through the blue obstacle when it

like the yellow and blue dot that each had different functions. It made the game a lot more interesting and fun to play. - I like the feature that allows you to position the tee however you'd like in the beginning - It's cool how you have a multitude of different levels/holes to play -Appreciate the increase in difficulty as you progress, with the addition of the orange and blue dots as obstacles. Like how the obstacles are set to random	was suppose to bounce off it -didn't understand the yellow dot and you should make instructions -didn't get challenging as game progessed -If it was sand it should slow it down as nothing really happens when you touch the sandpit -what's the purpose of the yellow and blue balls I went throught the water by fliging the ball super fast Levels are random, make them harder as you go on -Sometimes the water and the hole overaps -add images instead of circles for the obstacles -tee doesn't work -the holes stopped increasing -maybe you can remove overlapping , because it makes the app confusing -it goes through the obstacle course -the sand pit shouldn't be on the obstacle - The ball doesn't move any differently if you fling it quickly or slowly… sometimes it will move at the opposite speed

Conclusion Reflection

Nathan:

I believe that our development process worked for this project, but could have been changed so it was more efficient. One such thing would be the notebook. Instead of working on it every day, we saved it toward the end of the project, therefore making the workload higher than it should have been. It also made it slightly harder to do the daily log, as it is easy to forget what was done each day. If you did forget, we would have to think about it for a couple of minutes before and remembering and writing it down. For the app itself, there are multiple things that can be altered, such as the positioning of the obstacles and by how much, the sand would slow the golf ball down. One thing we did well was communication. At the end of class we would discuss what had to be done, and if necessary, clarify or remind over text. Another example would be when I explained to Kaustubh how to drag an element into the designer over the phone.

Kaustubh:

Our development process was good, but we weren't up to date on things like our notebook. However, we did work well together so I believe that is why we were able to complete things without any problems arising between us. We did procrastinate, but in the end, we both did our work and were able to complete it accurately. Our advanced features were good, and I like the concept behind them. Because the sand slowed the ball down and hitting the water was a penalty, combined with the fact that the screen wasn't that big, made it difficult to hit the ball, and even though I got a little frustrated that there was a little too less space, I still liked it overall.

Daily Log

	Kaustubh Kuruba	**Kaustubh Kuruba**	**Nathan Kantorov**	**Nathan Kantorov**
Days	**What Happened**	**Reflect**	**What Happened**	**Reflect**
Monday	**Mr. Brown explained the project and we discussed about which project we should choose.**	**We had a good discussion, pointing out cool things we could do with the apps that we wanted because we both wanted different ones. I wanted Space Invaders, but I agreed with Nathan that mini golf would be fun too.**	❖ Looked at tutorials and discuss what we could add to them	❖ We could have made it a little more clear on what we were going to add to the golf game
Tuesday	**We decided to split up the work on the code. Nathan would start and do the first part of the tutorial, and we would keep switching from there. So while Nathan worked on coding, I went through the notebook directions and tried working on it.**	**Working on the notebook was kind of hard for me because I didn't really understand the directions.**	❖ Started on part 1 of the tutorial ❖ Did some formatting on the notebook	❖ Before leaving class, communicate with each other about what needs to be done for the next day
Wednesday	**I coded Part 2 of the tutorial.**	**It was pretty simple for the most part since it was just following directions.**	❖ Finished the first part of the tutorial. ❖ Added comments ❖ Did some work on the formatting of the notebook	❖ Could have added more comments where it was needed ❖ Like if there was a large thing of code and one comment for the entire thing
Thursday	**At the beginning, I finished Part 2. We also spent some time having Nathan explain to me pieces of code that I didn't**	**Nathan was very kind and helpful in explaining the code and that helped me**	❖ Helped Kaustubh with the code when he needed it.	❖ I could have done a little more for the brainstorming .

	understand. Finally, I worked on the notebook.	**understand better and I'm glad because I didn't want to just be following the directions and not understanding what I'm actually doing.**	❖ Explained the parts of the code he didn't understand ❖ Conversed with other group about some changes that could be made or things to add	
Friday	**I worked on the Daily Log section of the notebook.**	**It was pretty easy because I just had to remember what I was doing.**	❖	❖
Saturday			❖ I started and finished part 3 of the tutorial	❖ Could have added more comments
Sunday	**I coded Part 4 of the tutorial.**	**It was pretty hard because I had to upload elements from the Designer to the code and at first I didn't really understand it. However, Nathan kind of helped me with it which did help.**	❖ Explained what he had to do ❖ Reminded him how to use the designer ❖ Told me there was extra code	❖ Review the tutorial after completing the part. ❖
Monday	I discussed with Nathan the errors I made when coding, which was having extra code. He explained to me how by removing it, the app works properly. After getting rid of the extra code, we tested out the game a lot to make sure that it worked how we wanted it to based on the code we had so far.	Even though it was confusing, him explaining it to me made me understand it a little better.	❖ Got rid of the extra code. ❖ Explained how something worked. ❖ Tested the game. ❖ Changed the speed mechanic so it slows down sooner. ❖ Worked on Log from the start of the project to today.	❖ Explained what we needed tomorrow a little better than we did at the end of class.

Tuesday			❖ Did some work on the code.	❖ I could have worked on the daily log.
Wednesday	Worked a little on the notebook.	I could have worked more but the directions were complicated. I asked Nathan, and he helped, but it was just overall confusing.	❖ Did some work on the code.	❖ Could have worked on the daily log.
Thursday	Debated with Nathan about what advanced features to use. My idea was to make a maximum speed limit so that when aiming the ball the player would have to actually calculate it rather than just flinging it really fast.	We could have come up with a solution faster but I stubbornly stuck to my idea because I thought it was cool but we decided to add sand and water because the feature I wanted was too sophisticated.	❖ Changed the speed back to what it was before.	❖ Could have worked on the daily log.
Friday	Discussed with Nathan about advanced features and how to make code work properly when using different sprites.	It helped me understand the functionality of the advanced features that were going to be put into the project a little better	❖ Talked with Kaustubh about what had to be done over the weekend.	❖ Could have added some code once I got home.
Saturday			❖	❖
Sunday			❖ Added the sand and water obstacles.	❖ Added comments as I coded.
Monday	I worked on the brainstorming section of the notebook as well as worked on discussing with Nathan about fixing errors we had. We also changed some things about the advanced features. For the sand, we changed it so that the ball would slowly go through the sand.	I didn't look at the specific code for the advanced features. However, I understood the general functionality of it.	❖ Tested the code during class. ❖ Changed the size of the water and sand obstacles. ❖ Added comments for the new code. ❖ Worked on the notebook.	❖ Could have done the comments in class.

Tuesday	Worked on my daily log for the notebook.	I should have done mine daily as it is kind of hard to remember what I did each day.	❖ Added the title and edited the tier model	❖ Could have done a little more work.
Wednesday	I worked on my daily log and conclusion questions.	I should have done mine daily as it is kind of hard to remember what I did each day.	❖ Finished log ❖ Completed the conclusion reflection ❖ Organized the notebook	❖ Could have organized as we added parts to the notebook