Marcela Lopez

I was given the job as bug fixer for our project. While there weren’t always bugs for me to fix, there was always something for me to do. I helped the group by creating the instructions screen and the “game over” screen. I also played a major part in creating some of our graphics, and I worked on the flowchart too. I was always looking for bugs in our program, and alerting my group of them.

While I was creating the instructions screen, I kept in mind that the instructions would need to be clear and concise. I knew they would have to be written as a string in order to have the long series of words appear.

In the game over screen, I aimed for consistency by using a similar layout to that of the start screen. I made a button that looked like the buttons used in the start screen. I also added the stipulation that if the user clicks within the button, the game window closes by itself.

Although the group had some trouble with the movement of the mallets, I am still impressed with how much we got accomplished in relation to the movement and appearance of the mallets. Our group had good communication, which played a huge part in what we were able to accomplish. We utilized Facebook to stay in touch and motivate each other.

Some things that could have been done better would be the mallets and puck interaction, the and timeliness of our report. We could have used our time more effectively, and could have made our project even better than it already is if we procrastinated a little bit less. However, overall, I am very pleased with the outcome of the game, and I think the time I invested in it went to good use.