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Intro to Programming – Period 9/10 B

27 January 2013

While working on the Air Hockey game, I helped the group by creating the instructions screen and the game over screen, taking part in some of the graphics when needed, and helping to fix any errors in the game code, in addition to being the bug fixer. Also, I assisted in making the flowcharts of the game.

When writing the instructions page, I kept in mind that the instructions would need to be clear and concise, and that it would be required to be written as a string, in order to have the long series of words appear. Then, as a group, it was added in to the already existing, but blank instructions screen, which already had the key “b” function included.

In the game over screen, I aimed to maintain consistency by making a similar layout to that used in the start screen. At the top, I entered the “Game Over” title, and at the bottom, I made a button, which looks like the buttons used in the start screen. When this button is pressed, the game ends and the window closes because of the “exit” function.

Simplicity was the key when making the flowcharts. I tried to make the steps as easy to follow as possible. In order to do this, I read the code in pieces to make sure everything was included. Defined processes made the job easier, so there were later many different flowcharts for all the classes, such as Mallets, Puck, Restart, and Game Over.

Although the group did have some trouble with the movement of the mallets and how they interacted with the puck, I believe the creation of the mallets and the particles went very smoothly. The mallets were easily able to move accordingly to the keys pressed, and the code for the particles was made in a very clean way. Also, the group had good communication, which played a great part in being able to accomplish all the necessary parts. I believe we as a group could have worked on time management, but our project turned out perfect and as we hoped it would be. I am extremely pleased with the outcome of the game, on which we put much hard work into.