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Tech B-9/10

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In our group “Pro-flow,” I was the User Interface/ Graphic designer. My main role for this project was to make it look aesthetically pleasing. Our game is a slightly different version of Air Hockey. We tried to make it look similar to the original game but with a few more features to it to make it look more colorful and unique. I started by adding the code of the background in the rectangle class for when the game runs. Specifically, this code consists of the rectangles with the rounded corners that make up the border of the screen. I added stroke to make it look more pleasing. I created the lines and the center circle in the middle that added to the look of the game. Also, I made the little air holes that appear in the background while the game is running. Additionally, I made the buttons for the start screen, the instructions screen, and the game over screen, and I even added a back key that takes you back to the start screen at any point you want.

Moreover, I made sure that the mallets and the particles stayed in sync whenever the mallet would move. The particles added the effect of “smoke” to the mallets when they moved across the screen. I helped out whenever one member of a group did not have time to work on their part. Other than working on the text, buttons, and pictures, I helped with some minor changes to the main code like making changes to the update and the reset functions of the puck to guarantee that the puck bounces off the walls and goes off the screen when it is supposed to. Whenever my group members needed someone to help them check their code, I tried to help them fix it and make it proper. I added the comments to the code to make it easy for everyone to understand what was going on. In my opinion, the overall experience on the project went very well. We did have some major issues with merging, and fixing the code, but everyone was always available to help each other. We could definitely have been better if we had managed our time efficiently. Nevertheless, it was a great opportunity and experience.