Final Project

Group Pro-Flow

Period 9/10B

For our final project, we created a modern, aesthetically pleasing version of air-hockey. The classic arcade game features new additions, like brightly colored walls, and on-screen scoreboards. We used different background pictures to establish an “outer-space” theme. We also use “air-holes” to make it look realistic and cool. Once the game is opened, the players have the options of reading the instructions or starting the game. If they choose to read the instructions, they must press the “B” key to return to the start screen. Once the game is initiated via the start button, the puck will begin in the middle of the screen. The two players will utilize the W A S D keys and the arrow keys to move their mallets. The puck and mallets move very realistically. When one player scores, the puck disappears, and a new one is created in the middle of the screen. The mallets can move anywhere, on or off the screen, to make the game slightly more challenging for both players. If either player has reached a score of 10, the game will end, and the game over screen will display. Either user can click the “end” button of the game over screen to close the window.

Our target audience is anyone who does not hate air-hockey or fun. The target audience is meant to be very general, but it will likely be more popular with children. It is certainly not designed to be exclusively for children, but children usually enjoy computer games more than adults. The game is designed for two players, but besides that, there are no limitations on who could play.

The first member of team pro-flow is Laura Peña. As the team’s code monkey, she made sure the code was being written regularly. Niti Shah took on the role of UI / Graphic Design. The game’s appearance is what sets it apart from other games, so she played a vital role in the projects final outcome. She also worked cooperatively with Laura since the two jobs share a lot of ground. Marcela Lopez, our bug tester, was in charge of overseeing the functionality and constructing a bug report. She also helped each group member whenever they were feeling a little overwhelmed. Lastly, Jonah Yesowitz, the project manager, was responsible for overseeing the progress of the project. He was responsible for making sure everyone is doing his or her job, and he added to the code, and tried to solve emerging issues.