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Intro to Programming

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Our group created Space Game!, a fun game involving a spaceship that must avoid and shoot down asteroids and malicious UFO’s. Each enemy destroyed gives the player more money to buy upgrades to their weapons. After the player absorbs a certain amount of hits, the round ends, sending them back to the store with the option to buy more upgrades.

My main contribution to this project was my work in creating the store. I designed the graphics of the store, including the layout, the counter, the return window, the merchant, and the items. The space window shows a picture of space, allowing the player to return to the menu and gameplay by clicking on the window. The counter features a picture of a bomb next to a picture of a missile. The player has the option to click on a box below listing the price in order to buy the item, thus increasing the quantity of each item. At the top of the screen, the amount of money the player has is show. In addition to making the store, I worked with Kathryn on the launch screen.

Our group worked effectively and efficiently. Kathryn successfully managed the progress of the group, and Max used his astounding programming skills to code the bulk of a unique and interesting game. Alex and I employed our general competency to improve the game. Due to our ability to work together, we finished the game on time with minimal difficulty. There is little that I would change about the group or game. The concept of the game incorporated ideas from each person. Everyone in the group is very happy with the result. Every member worked to the full extent of their abilities and contributed beneficially to the game. As a result, we created a fun, original game displaying our skills and capabilities.