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Technology

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After three weeks of heavy coding and lots of related tasks, Space Game turned out to be a decent game. The game was originally inspired by two of my earlier games (Triangleroids 1 and 2), but it quickly diverged from that path. Instead of being a top down scrolling shooter, Space Game ended up being a game where the ship stayed in one place and was continuously swarmed with enemies. One thing this game does have that Triangleroids does not is an enemy that can shoot at you. The actual code behind that was relatively simple. Some of the other code was a lot more complex.

I did the actual gameplay section of the code. This was not forced on me. Instead, I chose to do it because I knew I could make the game fun and have a good time making it. I started by making the draw loop differentiate between individual phases of the game such as menu or actual gameplay. After that, I worked on the gameplay, starting by making the player move and shoot. Then I worked on the enemies. The idea of an abstract class came from a video I had seen on Youtube about Java and OpenGL. The actual coding aspect turned out to be a bit of a nuisance.

Our group worked well together. We communicated efficiently and worked efficiently. The main issue with the group was the fact that I tried to do too much. A lot of the stuff I did ended up being above the level of understanding some of my group members had. This resulted in a more work for me as I had o do the comments describing the logic and the flow chart for that section.