Participation in game event document.  
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I was involved in the team “Quacksoft” as the group leader/ facilitator.

**TECHNOLOGIES**  
To make our game, I used:

1. Cordova, for building the project on ios and android devices.
2. Netbeans - our main IDE.
3. OpenOffice (as well as pen & paper) - for typing up documents & character dialogue.
4. Microsoft Powerpoint & Google slides - for creating our presentations.
5. Github - used to host the project and to allow multiple members to work on it at once.

**CREATIVE INPUT**  
Regarding creative input to the overall game design, I worked with the members on my team to flesh out the scope of the project. Examples of such include restricting the scale and depth of character interactions within the game (capped to 3 layers), coming up with a player motivation – collecting items from interactions, defining the aims that the game wishes to achieve by being played, and writing the dialogue that exists for each character within the game.

**TECHNICAL CHALLENGES**  
Some technical challenges we encountered include setting up Cordova on each pc, configuring the Github repository used for hosting the project, positioning objects in the game that scale to a phone’s dimensions, building the character interaction tech (dialogue trees & progression), and implementing the end state into the game (the teacher’s final word & item collection stats).

**THE CODE I DID**  
In terms of code, I was responsible for several things.   
(All references to assets refer to art made by our team’s graphics manager, Patricia)

1. I positioned every classroom asset in the classroom setting.
2. I coded the dialogue popups using dialogue specific assets.
3. Created each character class.
4. Created the interaction framework that each character had.
5. Input all the dialogue into the game for each “working” character.
6. Character interaction initiation – tapping on a character.
7. Worked with Anna on the teacher class.

**TEAM INTERACTION**Interacting with the team was rather straightforward. As the group leader, I found it easy enough to get the attention of the entire team, to listen to them and to discuss with them on the various jobs and discussions we needed to have / do. We had to re-evaluate pieces of the games’ design on many occasions (i.e. how interaction worked, and what we could do to improve it) which caused considerable stress due to the time restraint of the project. Eventually we would always come to a positive outcome, but not easily. With non-native English speakers in the group, it proved difficult when trying to portray ideas and give direction to teammates. Therefore, I needed to slow down my speech as well as constantly check up to see if directions were taken as intended. It ran smoothly overall though.