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Ms. Gerstein

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Project Summary

My role in my team was that of user interface. I was in charge of making our game look as realistic as possible. It was I who suggested that we make a game based off of Magnet High School. We decide as a team that we would attempt to make a “Magnet” Mario. I wanted our game look like digitalized version of magnet. In order to accomplish this goal, I went into the hallway, with Ms. Gerstein’s permission, and took pictures of the windows, lockers, classrooms, and water fountains. I then used these pictures to design a background for our game. I went into paint and began to draw a two-dimensional model of the hallways. The three sections that I focused on were the windows, the lockers, and the bathrooms. For the windows, I made several copies of a trapezoid and spaced them out evenly. I also included a white radiator below the windows, as commonly seen throughout our school. For the lockers, I drew a blue box and added a combo lock to the front of it. I then made copies of this locker and place multiple lockers next and on top of each other. For the bathrooms, I drew two doors and two water fountains. I then added in a multicolored carpet to create a floor for the hallway. After all three sections were completed, I copied the entire image and pasted five copies of the image side by side. This gave us more flexibility with how long we wanted our game to be. Towards the end of the image, I added a fiery room that read “History Quiz.” This is to signal that the player has reached the boss level.

To help move the project along, I worked with Tim on the coding. I am by no means a “wiz” with processing. Tim served as my translator. I would discuss ideas with Tim and he would help turn my thoughts into reality. I contribute ideas on how to code our characters jumping ability, how to make or background scroll, and how to make our character land on platforms.

In my opinion, there were several things that ended up coming out pretty well. The first was the background. I was impressed with how convincing the background turned out to be. The hallways in our game looked extremely similar to the ones in our school. Another exciting aspect of our game was the characters that we were able to create. It was entertaining to take pictures of people, put them into Photoshop, and turn them into cartoons. I was very pleased with the way our characters turned out, especially our Andrew Jordan.

There were also a few things that we could have done better. For one, we could have managed our time much better. We changed our idea about a week and a half into the project. This definitely hurt us down the stretch. It became a hassle to attempt to code such a complex game in such a short period of time. I was disappointed with all of the features that we left out, such as checkpoints, bosses (teachers), and multiple levels. If I we had the projects to do over again, I would have feel that we would have done a much better job with it. It could have been far cooler than a few random books flying here and there. There could have been random appearances from a certain U.S. History II teacher. In these cameos, players could have been given pop quizzes. There was also the potential for enemies such as “Wild Pujans.” Unfortunately, these potentials were not reached.