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Technology

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Being the project manager, I contributed a little bit in each part of the project. I helped out with coding, backgrounds, characters, testing, flowchart, and finalizing the essay. As for the coding, Tom and I together worked on the menu. We looked up and viewed examples as to get a good idea of what exactly we wanted. We ended up creating a character menu where you can click each character and then play the game with whoever you click. This will allow you to have their stats (number of lives, speed, jump). For the background, I helped Chris to create the “magnet” scene. I made the windows and drew the outside landscape in them. Together with Chris, we completed the entire scrolling background. As for the characters, I made Tom, Jasmine, Chris, and Tim on Photoshop. I then saved these images as .gif so that they could be viewed with transparent backgrounds, and uploaded them to the github. Due to the complexity of the project, many of our original ideas were not actually put into the final application. My characters were some of them. We ended up not using the menu at all and only using 1 character. Additionally, Tom and I did the entire flowchart. Due to us not being able to finish our intended game, we completed the flowchart as we wanted the game to look like.

I learned a lot during this project about coding and putting everything together. I realized that my strength was more in Photoshop and my weakness was definitely in processing (it took me the most time, but I still finished). If I had to do it again, I would have probably picked a simpler idea for a game, because this was very time consuming and detail oriented. Our group overestimated our programming talents and underestimated the difficulty of the project. I would have also started off with a more basic game and then added to it after, rather than having to scramble and fail at getting it where we wanted it to be. We had too many bugs and not enough time to fix them and not enough ability to discover the problem.