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To start off, there were a few things that I have done to get this project going. I was an active member during our brainstorming process as we decided what type of game we wanted to hand in and which roles we want to assign to one another. I wrote up the description of the game. Also, I decided to create a facebook group that would help us communicate with one another outside of school, which every single one of us was contributing and participating. Although, as time went on, I became very worried that the codes for the start screen, the ‘character selection’ screen, and the upgrade shop were taking too long to be finished as more attention towards the actual gameplay needed to be present. Instead of passing my thoughts onto my teammates, I decided to keep it in because I thought it would be a major setback to tell them cut down on some aspects of their code when they were already so deep in it. I slowly isolated myself from my group because I couldn’t be much of a help with creating the gameplay and managing this project and midterms became too difficult. The last major contribution that I have given to the team was creating the timeline.

My role was the ‘UI designer’. Two of the codes I had to handle was the ‘Upgrade Shop’ and the ‘End Screen’. I decided to cancel the ‘Upgrade Shop’ because I believed that upgrading the abilities of the ship in Space Invaders, such as its speed and reload ability, would be futile since the game is very easy to beat regardless of the upgrades. My ‘End Screen’ activates a ‘Congratulations’ message if enemies == 0 and a ‘You Lose!’ message appears if lives == 0.

My group had very good chemistry with one another, always actively helping each other and contributing many ideas on how to enhance the game or solutions to solve GitHub errors. Although, one major factor that led us to extremely stress about this project was time accountability. There was much more substance that we wanted to create versus the little time that we have been given to hand in the final draft. My teammates did a good job of performing their roles: Ashley leading the team as ‘Project Manager’, Tizzy creating many visuals for the heroes as the ‘Graphic Designer’, Chris providing as much help as he could with any errors as ‘QA bug tester’, and Omar for creating the game as the ‘Main Programmer’. As far as my job description went, I sort of deviated from it as I continually became more confused about what I can contributed to our code. I wish I could have done more but I have to admit that I wasn’t too proud of my job evaluation about this project.