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Ms. Gerstein

Intro to Programming- 1/2

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Code Monkey

As the main programmer on the team I played a critical role. I was in charge of creating the main code for the game, which, in our case, was *Space Invaders*. I faced several challenges, from convoluted pieces of code to *GitHub* problems, but I believe I fared well against them.

I began my coding with five tabs: a main tab and four classes. In the classes I defined code for each ship, ship bullet, enemy, and enemy bullet. The ship bullet class has a function, void check, which refers to an array list of enemies and removes everyone it hits. It also has a Boolean, active, which becomes false when the ship bullet hits an enemy. In the main branch, this removes the ship bullet, allowing me to remove both enemy and ship bullet simultaneously. In the enemy bullets’ class, I refer to the ship in another void check function, and I reset its location every time it is hit by an enemy bullet. I also have a Boolean, active, which serves the same purpose as the synonymous Boolean of the ship bullets’ class except that this one creates an entire new array list of enemy bullets in the main code. In the ship class, I include a Boolean “canshoot” and an integer “delay,” which combine to make delay of fifty counts for the shooting mechanism. The main code also includes array lists of enemies, which move simultaneously as a grid, ship bullets, which are displayed every time the spacebar is pressed and the “canshoot” Boolean is true, and enemy bullets, which are displayed at locations of random enemies and then fall down every two seconds.

In addition to this, I helped my teammates with parts of their code, like the different selection screens and their respective Booleans. I also received help from them as well as the instructor, Ms. Gerstein. I believe we finished the task pretty well, judging by the fact that we have a working code with few bugs. However, I think we could have definitely improved our communication and time management. We found ourselves copying and pasting much of the code into other branches, which kind of defeats the purpose of GitHub, because we worked on similar parts of the code, and did not want any bizarre errors in the saving process.