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Tech ½ A

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In my group “The Squirtle-Squad” I was the designated graphic designer. My main job was to make the game look visually appealing. I prepared images with removed backgrounds using Photoshop and then I would transfer them onto GitHub to put them into the game. I also would decide upon what backgrounds to use and how the characters would look on the screen. The goal for my part was to have gamers easily understand how to play and want to play over and over again.

I wrote the code for the introduction character screens and I helped out with other areas of the code including sections where buttons were used to go into other areas of the game. We worked together throughout the whole project and made sure that everyone had an equal share of the work to do. The main coder would focus on the actual gaming part while the rest of the members would work on the title screen, the selection screen, the superhero introduction screen, or the functioning buttons. All in all, it was very well planned out and well organized.

However, just like everything in life there were a few slight setbacks. Many issues were encountered along the way to finishing the game. We all had issues with GitHub and in my case, I was not even able to sync or commit. The only thing that I could do from home was work with the other members through online chats or other similar means of communication and sending them any data that we needed to add or helping them with certain areas of the code. Generally, I think that the project was very successful and everyone on the team did their part and we worked together perfectly.