Sushi Hero! was a group collaboration and was inspired by many things. Emily immediately leaned towards constructing a game about creating food. From there, we decided upon a sushi-making game that represented our love of Japanese cuisine. However, this was too simple, and we chose to create a three stage minigame, depicting the life cycle of a piece of sushi. Sushi begins with fish and therefore, Ethan emulated the Club Penguin fishing game, but replaced the penguin with our treasured history teacher, Mr. Sanservino. Emily stuck with the sushi creation and her minigame imitated Cooking Mama in its stacking technique. The third minigame, created by Elsa, was similar to the game Kitten Cannon in its sushi shooting method. Elsa also used strategies she learned from past projects, such as the Raindrop Game, for catching the sushi. Our graphics were a combination of animated and realistic settings, and we created personalized avatars to match ourselves.

Within our complex code, there are some notable achievements. For example, in Minigame 1, Ethan used a sine curve to create the path of the floating coke can. Another standout is Elsa’s use of overlapping images in motion, which improved the graphics. A great deal of time was spent on the graphics and images in our game. Overall, we are proud of our ingenious storyline which our game follows. Each stage was elaborate and the compilation of the code from each minigame was not a simple task. However, we persevered and were rewarded by complex yet satisfying gameplay.

Some of our external sources include Google Images, Adobe Photoshop CC, and Bitstrips. A majority of our images came from Google. These images include food, trash, fish, sharks, backdrops, and many more. We relied heavily on Photoshop to manipulate and edit these raw images to fit our game, and to create a pleasing visual aesthetic. Finally, we used Bitstrips, a Google Chrome app, to create replicas of ourselves as avatars. We made them even more personalized by adding accessories such as earmuffs, Yeezy Boosts, Lana Del Rey paraphernalia, etc.

Aside from these features, the code is really the most important part. It has evolved in many ways. First, when everyone was working on their separate code, we did not anticipate how long the code would become. As a result, we chose to start using classes to decrease the quantity of code and to make it more comprehensive and brief. Also, to make certain features in the game work more quickly, Elsa used ArrayLists. She also modified her strategy with the cannon in Minigame 3. Originally the sushi cannon was supposed to shoot outward into 3D space, but realized it was more efficient to keep it 2D and then make it appear 3D by staggering the characters at different heights to give the illusion of depth. Finally, we also did not predict a conflict of variables when we combined the code. Some of the variables, such as “timer” and “fish” were used in different minigames but were assigned different values in each game, so when all the games were merged, many conflicts arose. To combat these errors, we changed variable names in some cases and variable placement within the code in other cases so as to merge the code in the most effective way possible.

In conclusion, Sushi Hero! not only reached but exceeded the initial goals we set for it. We may have used different techniques than originally anticipated, but the outcome was the same, if not better. We hope you enjoy it as much as we genuinely enjoyed making it!