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Junior Technology

12 June 2013

In the creation of Teachermon, I held the role of the code monkey. I programmed the majority of the code and fixed bugs whenever they arose and I was made aware of them by the quality assurance tester. Every class, I would spend about an hour coding in things such as character movement, the background of the worlds, and how much damage a move does. In addition, I taught myself how to use 2D and 3D arrays for code simplification. When another team member sent me a section of code, such as the credits, I would look over the code to understand it and add any changes where necessary. In addition, I commented the code to make it easier to understand when other people look at it. I would also spend a few hours every weekend to make sure that the code would be finished to give the rest of my team ample time to create their parts, edit their sprites, and create the flow chart.

Beyond my tasks as the code monkey, I also worked on some of the graphics. I worked with Austin and Justin mostly to photoshop sprites that we found on the internet to make our game look more realistic. When I finished coding or I hit a wall, I would help them find music or crop out images such as the background in the battling phase of Teachermon. I also would explain to Andrew any part of the code he didn’t understand to aid him in the creation of the flow chart. That is what I did in the creation of Teachermon.