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Ms. Gerstein

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*Guitar Hero: Processing Edition* Individual Summary

On the team, I was in charge of the graphics and user interface. Overall, that meant that I was responsible for how the game looks, how the game can be played, and any buttons or visual effects. I looked over what Emma, the “code monkey,” did and checked and figured ways to make the game cleaner and make it more efficient and easy to play.

One of the most important codes that I wrote was for the recognition of the notes in the frets. I wrote the code that made it possible that, when the note was inside of the circle on the fret, the player could press a certain key and the button would disappear. I also wrote the code for the process of adding points and subtracting points from the game. Every time the player pressed the correct key when the note was in the correct fret, I added 10 points to the score. When the note’s position was greater than the height, I subtracted 20 points from the score.

Our group worked well together and we incorporated everyone’s ideas. Because there was a lot of agreement and everyone’s ideas were heard, things ran smoothly. Whenever there was a bug, my group worked together to try to fix it, everyone putting in different ideas in order to come up with a solution. We fixed all problems quickly and were able to finish the game with lots of class time left over to test it.

One thing that could have gone better was the division of work. Emma created an overall plan for the game at home, and when she came in with it, Lia and Kyrstle were absent. She and I worked on the game that day and got most of it accomplished, so when Kyrstle and Lia came back the next class, we did not know what jobs to give them and we did not really do a very successful job in catching them up. Overall, however, they became essential to the team when it came to bug fixes and finding solutions for our problems.