Allen Zheng

Ms. Gerstein

Intro to Programming

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The group I was in was Team Rocket Rox. My role in the group was being the graphic/user interface designer. I mainly created the sprites that were used in the game with my excellent skills in Photoshop. Since I was the user interface designer I also found the music that we are going to use as the menu theme, main theme and game over theme. My main role though was creating the sprites, I created the alien sprites, the player sprites, the bullet models and for the character models, I took pictures of everyone in the group and put them into Photoshop to edit colors and made the pictures even better.

As the graphic designer I helped create the introduction cut scene with the help of Justin, I started coding it by importing all the images into Processing but, I couldn’t figure out how to make the scenes shift after you click the screen so Justin helped me create a button that worked tremendously.

Chris Brown did a very good job coding the majority of the code that we used; he was on task for the most part and worked very hard in creating a functional game. Justin did an excellent job in creating the cut scenes that were used in the beginning of the game. Nelson did a good job keeping us in line as well by giving us good instructions.

What we could’ve done better was focus more on coding rather than messing around for the short period that we did. But it’s always hard to keep focus while doing a long project. We could’ve all gotten better Github because for some random reason it didn’t work properly on most of the accounts that we had. I had to upload most of the things because my account was the only one that had a functioning Github that was responsive and not slow. We could have also started out with a much easier goal because originally we wanted a two part game, a side scroller and a normal space invaders type game but we only could accomplish one of them in time.