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Ms. Gerstein

Introduction of Programming 1-2/A

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My Role in the Final Project

During this final project, I was my group’s bug tester. Throughout the course of the project, I periodically tested our code in order to make sure it functioned properly. Chris Brown, our primary coder, rarely had any problems with the code, but when he did, I was usually able to give him a few helpful tips. In addition, whenever he completed an important portion of the code (such as the enemies, spaceships, bullets, etc.), I played around with it to see if I could find any errors with it.

When I was not trying to find bugs in the code, I helped Nelson with the plot of the game. During the beginning when there was not a lot of code to check, I helped Nelson write the plot of the game. We both contributed equally to this effort. After helping with the plot of the game, I helped Allen with the sprites and images. In particular, the majority of the images seen during the introductory cutscene were made by me. I also helped code the introductory cutscene. My prior experience with my horror/adventure game helped me do this because that experience helped me learn how to jump from screen to screen. Lastly, I had the idea of changing the players’ lives to health. When we originally used lives, the lives variable would decrease too quickly and the player could only be hit once. If you would like a more detailed explanation, you can check the documented bugs in Github. It was my idea to create a health variable that had a value of one hundred instead of a value of three so the players could take more than one hit.

Many aspects of this project went well. Nelson did a good job keeping everyone on task, Chris, who completed the majority of the code, was very efficient and diligent, Allen was very creative and was able to create very interesting sprites and images in Photoshop, and I was able to jump around and help everyone else when I was not testing for bugs. Nonetheless, the group could have done a few things to help the project run more efficiently. For example, we spent too much time looking for the music that should play during the game. In addition, we were a bit too ambitious with our original goal. At first, we decided to basically create two games (a side-scroller game and a game that resembled the original Space Invaders) and an intro cutscene. However, due to time constraints, we were forced to cut it down to just the side-scroller and the introductory cutscene.