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My job in this project was being the “code monkey, which means that I was the primary person responsible for writing the code necessary to create the game. Our entire group brainstormed for ideas, and as we were brainstorming I was responsible for making sure this was feasible within what our group can do with processing and thinking about a rough plan to make the game possible. I also had to make sure that any of the additions group members made to the code worked and was neatly organized with what I had already created. In addition, I added comments to make it easier for us to write code and for other people to understand it.

I wrote the basic layout for the code of all of the classes and the player class, along with the code that made these classes into an array list and made the objects fall down the screen. For the player class, I created display and update functions, and I also created booleans that would allow the player to recognize the objects of each class separately. I wrote the code for one object class (which other group members later replicated), which allowed the objects of the class to be displayed at a random point along the width and to move down the screen with a random velocity. I used these functions of the player and the various classes in the main code and set up a timer which would allow the objects of the good and bad classes to be dropped at certain intervals. I created a method of keeping score and lives and had the score reset to zero at the end of each level. Other group members worked on switching between the levels that I created.

I think our group did an extremely good job of working together, communicating, and splitting up the work evenly. We made decisions together and came up with the most effective way to get our objectives done. One thing we could have done to make it simpler was to have fewer branches so that we could have merged more easily. We also could have tried to make fewer

classes for the falling objects (instead of one good and one bad for each level) and have the pictures dropped according to the booleans that enabled each level.