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My job in The Fangirls was the User Interface/Graphics Designer. As a group, we voted on which images I would find for the catchers, falling objects, and background screens. I found images that were suitable in size and color to be used during the game. For the backgrounds, I had to be sure that they were not too light/dark to interfere with the visibility of the falling objects or catchers. Initially, the instruction screens would have had an image as a background. We put a solid background for these screens at the beginning of the coding process. We later added these pictures in to see what the screen looked like. The group decided that the instruction screen looked too busy with the background image plus the smaller images of the objects and text, so I deleted the images from the code. We went back to using a solid background and colored text for the instruction screens.

I edited the pictures of the falling objects and catchers on a website called www.clippingmagic.com, which allowed me to remove the background more easily than Photoshop. I then used Photoshop to resize the images, if needed. I also decided on the size of the falling objects so that the user would be able to see what each object was. It took a little trial and error to find the right size so that the object would not look too large or too small.

Even though I was not the Code Monkey, I inserted the code three of the instruction screens we have in our game. The Bug Tester had already created the first two instruction screens, along with the Booleans needed. I reused the code for the other instruction screens, which made it look aesthetically pleasing. I also changed the height of the catchers so they were more visible on screen. I added the list of websites I used to find the pictures into the Documentation folder.

The team worked really well together. We always had constant communication, and everyone made sure each person was on schedule. The only thing we could have done differently was to have fewer branches. Since we had so many branches, it limited the amount of people that could be working in a branch to one person. If more than one person was working in the branch,

it created syncing and committing issues. Overall, everyone accomplished their jobs with the code on time and I think the project was a success.