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Junior Tech

14 June 2013

Project Summary

For this tech project, I was one of the code monkeys along with Kevin Dynda and I was also the project manager. First, I helped my group come up with the idea for the game. I thought of combining a "Mario Party" type mini game with the concept of Pac-Man. The game became "Lee Vs The World" with Lee being one player that was being chased by 3 other ghosts (Kevin, Josh, and I). I assigned Josh with putting in the faces of each character, Lee with photoshopping all the pictures and creating the flowchart and overall Project Description, and Kevin with making the Enemy classes along with some possible power-up classes.

I created the title screen, which allows you to select how many characters will play (2-4 players). To do this, I created a class separately for the title screen and put in text for each option. Then I made a button method that made the different enemy classes activate their display and move methods whenever you clicked where the player options were. Then, when you click “PLAY”, Lee’s character appears and the chase begins. I also put the music in the game with the help of Emma Resnick and the use of the Minim class in Processing. The reset and game over methods were also made by me. Whenever Lee’s head touches an enemy, there is a game mode boolean that switches to the game over mode. Once the game is in game over, you can press the “r” key and the game will reset the positions and points of everyone. I think that the whole operation would have been a lot smoother if everyone had a better grasp of Processing in general.