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Ms. Gerstein

Intro to Programming

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One Page Summary

My role on this project was as a code monkey and the UI designer. Overall, I worked on each portion of the project in some way. I worked hard on initial coding to get us started, such as the classes we used. I created all of the classes, including some that we did not use due to time restrictions and problems we faced. I created classes for Lee, the three chasers (Josh, Francis, and me), a timer, and two power-up classes. These classes are essential to creating the final object-based game and assisted us in getting to our final product.

The problem with our project was that none of us are all that experienced at Processing. We had numerous ideas on how to make our game more fun and interesting, but we unfortunately do not have the skillset to them it up. We wound up with a functional game that can be both played simply and enjoyably. The team was not the issue, as we all work reasonably well with one another. However, none of us have true talent in the programming field and could not accomplish creation of a great product.

Although it may look as though our final project is not too flashy or great, it took a lot of hard work, testing, and bug repair to get it where it is today. I believe our best work was in making it possible for four players to play at once, with the help of Paras’s Black Box function and two keyboards. We could have done better with understanding early on that we are not expert programmers. We then could have utilized time more efficiently by not getting in over our heads.