Josh Gruber

Ms. Gerstein

Technology 7/8 A

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Project Description

In this project, I worked with Kevin, Lee and Francis. Francis and Kevin are very skilled at programming which made them take on the bulk of the project. I personally worked in processing for the smaller projects. These include putting the faces on the circles, fixing the coordinates of the Booleans and coming up with the ideas. I contributed to the project in different ways in the form of documentation, brainstorming and programming.

My part in the project was to be the graphic designer with Lee. We were going to make the board, players and anything that was required in the project in terms of the design. In the beginning of the project, we had to come up with ideas. This caused us to create a four player Pacman game. I then helped Lee with the production of the flowchart. We came up with the ideas used in the game and how everything would work. My next part was the pictures. I then helped with the ideas and initial code behind the speed power up. This was later completed by Kevin. My next and final task in the project was making the moving faces. The circles were already made and were already to make. In Photoshop, Lee cropped the pictures and made them into circles. I placed them into the picture and changed the code. The next part was to make the booleans match up with the circles. This would help the check functions from the circles be the same as the check functions as the pictures that took the place of the circles.

In our group, we all contributed in different ways. This helped the group work efficiently because the entire group was not focused on one thing. If one member of the group had trouble, everyone else helped on that project. When the check functions of the pictures weren’t working, Francis came over to the computer and looked at the code to find the problem. The board for the Pacman was not able to be finished but every other part of the design was completed which helped everything run smoothly.