The Brogrammers

Ms. Gerstein

Intro to Programming

14 June 2013

Updated Project Description

Our project has come a long way since we started it several weeks ago. Our initial project description stated that we were to create a game that had a 3 vs. 1 Pac-man style theme. We would make it about the three of our group members chasing Lee to attempt to catch him and end the game. Lee’s success would be measured by how long he could stay alive and avoid us. We made it tougher for the chasers by making them slower than lee so he could easily avert them.

We did accomplish these goals, but we were not able to reach some of our sub-goals. This occurred since we spent too much time on parts of the project that were unnecessary and time consuming. We worked very hard to get to the outcome we have currently. This project was not easy due to our limited background in Processing. The final project description is only different from the initial one due to the fact we were unable to reach the soaring heights we planned out for our game.

The description of our final game goes as follows: Lee evades the three chasers by swiftly parading around the screen. The three apprehenders attempt to catch Lee and stop him because he is exhibiting reckless behavior. The chasers are like cops after a bandit, never allowing the culprit to slip from their grasp. However, it is not easy to catch him. He obviously has no regard for the law or the chasers and he does not pull over for their authority. The game can be played with less than three chasers if the option is chosen on the title screen. Lee is judged on how long he was able to avoid the followers. His score goes up each second he is alive, and there is no way for him to truly win or escape. Like a crook facing justice, Lee could never escape this chase. The system is always more powerful than those who do not abide by its regulations. Lee is just another case of a raucous rebel who will always end up being suppressed.