Role Summary

My role as Project Manager in the processing team “The Legends of Rock” was to construct all the documents needed for the project, as well as make sure that the other team member’s individual documents (and the whole project) was completed correctly and on time. I was also in charge of making sure everyone was doing their job and contributing to the coding process.

The main code that I contributed was the “Game Over” screen. When the score drops below a certain number, a boolean that displays the game over screen becomes true. When that happens, a rainbow background that changes colors as mouseX changes is displayed behind an image of “Game Over” text, and music notes move around on the screen. There is also a play again button that takes you back to the start screen. In addition, I chose some of the graphics for other parts of the game and participated in the song choices.

Our project went well in the beginning- we were all on the same page with the project and were all contributing to the code; we were meeting all the checkpoints and everything seemed on point. However, it soon became obvious that we bit off more than we could chew in the amount of time provided for project completion. It was possible that we still could have completed our game even with that obstacle, except things started to go wrong. There were a lot of issues with GitHub and problems with getting code to work that couldn’t be solved without consulting with Ms. Gerstein. Unfortunately, we couldn’t seek help for her as frequently or for as long as we needed.

It might have been in our best interest to not attempt such a complicated game, but we wanted to create something cool and significantly different from what everyone else was doing. Regretfully, we weren’t able to complete the project on time, but when it is done it is something we will all be truly proud of.