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Ms. Gerstein

Intro to Programming 1/2 A

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Individual Summary – Mini Golf Challenge

After finishing all of the components for our mini-golf game, I believe I played a very important role in completing the project. I was the quality assurance tester; however I think I worked on all aspects of the game. When a part needed to get done, I came during co to work on the code. If a bug needed to be fixed, I was able to fix most of the bugs. I had the idea to make a mini-golf game which everyone quickly agreed on and over the course of the project I was able to understand the code and make most of the flowchart. For the code itself, I contributed some key aspects. First and foremost, I wrote the code to get the ball to shoot using the mouse. I looked up a similar billiards game online and decided to apply similar to their game to our golf ball. In addition, I coded the checkWalls for holes six, seven, and eight and I also got the walls on hole one to move. I created the deceleration of the golf ball as well as the sand patches and speed patches as well. Finally, I coded some of the aesthetic elements such as the green rectangles for the holes or the backgrounds throughout the game. Mike was our “code monkey” and coded a lot of the stuff, but I feel like I definitely added key parts to the code.

I honestly think almost every aspect of the code went well in my opinion. We had no prior coding experience before this year and completed a mini-golf game I would never have thought we could create. The game is really cool and we all contributed a good amount of work and worked well as a team. The only improvements we could have made were somehow finding a way to fix the bug where the ball occasionally goes through the walls (even though we added a redo button to compensate). Other than this, I really feel like the project went as smooth as possible.