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School Boyz Mini Golf Challenge

Creating the School Boyz Mini Golf Challenge was one of the most memorable experiences of my high school programming career. Michael, Matthew, Tyler, and I had many different roles for this project. One of the most time consuming parts of the project was creating the holes on which the golf game was played.

My main role for this project was to create the holes. Tyler and I split this job. To make these holes, we had to draw lines all over the background of the Processing screen. First, I searched on Google Images and played different mini golf games online to get ideas for holes. Afterwards, I got out a piece of paper and drew lines for the hole. The hardest part was giving these lines initial and final coordinates. Tyler and I had to guess the coordinates of these lines. Every 3-4 lines, I would insert the coordinates in Processing just to make sure that they were correct. Many times, I over or underestimates the coordinates and the line would be either too long or too short. This process was a real pain, but after a while I think I got the hang of it.

In my opinion, I believe that this project went very well. The team was very organized and every member did exactly what they were supposed to do. There are many improvements that I could have made. I think that my method of drawing holes was very inefficient, and I should have searched for a method more efficient than guessing coordinates. I was making only one hole per class. In the end my efforts definitely paid off, but I think that I could have gotten a lot more done if I looked for a better method of making golf holes. Overall, I had a great time creating the School Boyz Mini Golf Challenge with the fabulous School Boyz: Michael, Matthew, and Tyler.