1. Involvement

In the Group Projection of SCC210 Course, I contributed to the teamwork in both term 1 and term 2.

My individual contribution for the Design in term 1 is to determine the Player and Monster model. At the beginning, I prefer to draw the Player and Monster model by myself. However, the original model is ugly which led to failure of the self-expectation. Finally, in order to build a positive and relaxed Game style, I recommended using Hollow Knight to be the Player, Pokemon of Nintendo to be the Monster and the aspect was adpoted. Furthermore, I took part in writing the Implementation Planning of the design report as well.

Figure 1

My individual contribution for the Implementation in term 2 is to implementation the Map, design the location and activity of Monster and determine the location and content of Precious. I primarily contributed to implementation the 4 rounds of Map, design 4 rounds of Monster and determine 4 rounds of the content of Precious.
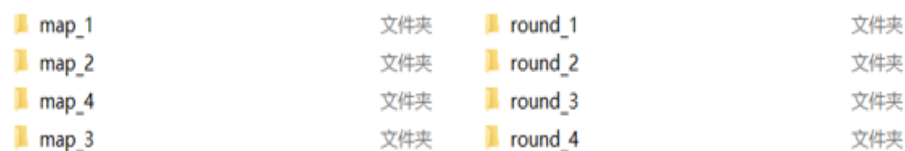

Figure 2

Originally, four rounds of Map style were be identified as Fire, Water, Sky, Earth. Hence, I implement 4 rounds of Map that can highlight the corresponding style by unique element such as Lava, Sea, Wind and Land. By the way, the Map mode of Star Kabi also gave me a lot of inspiration. According to the Map, I picked out the appropriate and famous Pokemon. Because of the understanding, I designed the corresponding activity of each Pokemon such as Haughty Charizard, Cute Psyduck and

Competing Pidgeot and Spearow. Finally, the Precious must be placed in the appropriate location, so as not to make the Game very difficult or very easy.
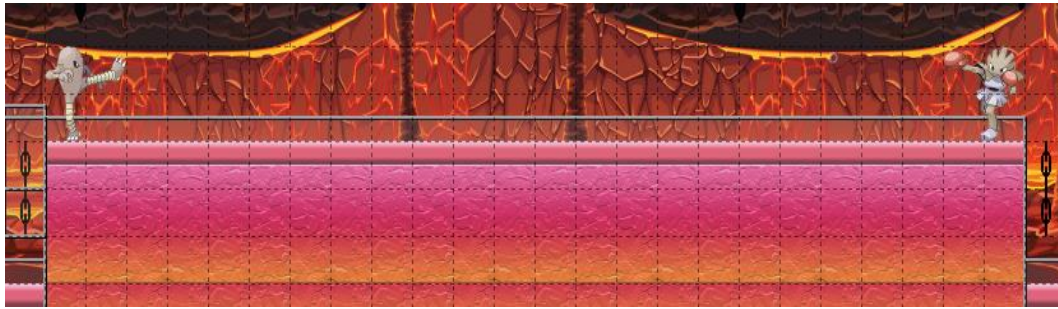

Figure 3

2. Organizational effort

For the organizational effort, I also participated in the production of PowerPoint of the presentation. The Drawbacks and Failures part is made by me.

Besides, I helped my companion to implement the function of the Monster and adjust the action of the Monster.

3. Pleasure and problem of working within group

During the teamworking within a group, I learned extra PS knowledge and enhanced the implementation ability of Tiled Map, such as skilled operation method of Tiled Map and the interaction between Tiled Map and Java Compiler – Idea. Since my graduate ambition is Game Design and Production, the course is significant for me.

Certainly, the teamwork had many challenges. During the cooperation, our group had quarrels and negative situations, therefore it is important and necessary to solve the challenges. Fortunately, we are in a dormitory with deep fetters. Hence, the challenges can be easily solved.

4. Peer Assessment

18722039 Yifei Zhao – 16.5
18722058 Boning Li – 17.5
18722064 Qi Li – 16.5
18722069 Yifan Ren – 17.0
18722070 Yang Tang – 17.0
18722082 Yiqian Zhang – 15.5