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Ms. Gerstein

Tech ½

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For the Final Game project of 2014, I worked on the YMCMB-UCVTS team with Michael Ioannou, Andy Val, Annaliese Mugele, and Jane Castro. We decided that I would be the Code Programmer/ Code Monkey for the group. Once we decided that our final game would consist of a menu that would direct the player to four different mini-games, it was time to get to work! I made the code for the main menu itself and the button class that would allow the main menu to redirect the player to whatever mini-game he/she chose. I also made the code for the winning and losing screens and the button that would redirect the player back to the main menu. I also wrote the code for the music to be played in the intro, main menu, each individual game, and winning and losing screens. I also edited the mini-games after they were synced into the secondary branch. For example, I switched the maze’s moving object to be controlled by the arrow keys instead of the mouse, and I made the for loops for the shooting gallery that would allow the duck targets to cycle through and the bullet to be shot out of the shooter and then have to reload for three seconds.

What I liked about my group was that we stuck together and the workload was distributed evenly. Each team player created their own game, and I edited along the way. When I asked the team for music and pictures to make the game better, they went and looked for some right away. We were always in communication throughout (no team members went m.i.a.). If one group member had trouble, we all tried to solve the problem as a team. We were not afraid to face new challenges, and I believe that is what allowed for our game to be successful. The only thing I believe the team could have done better was time management. Making the flowcharts was overlooked and thought to be able to be done in a few minutes. Overall, I am proud to be able to say that I was part of YMCMB-UCVTS.