Jane Lorraine Castro

Ms. Gerstein

Technology III ½ A

27 January 2014

Individual Final Report

For our final project, we were assigned to create a game using Processing, using the techniques and functions taught to us. In my group were Annaliese Mugele, Andy Val, Christopher Mendoza, and Michael Ioannou. Our organization name: YMCMB. Together we created a carnival themed game made up of four mini games. The four mini games were shooting gallery, a pong game, a maze, and a soccer game.

As an individual, my specific role was the graphic designer. I collected images that were used in various ways throughout the game such as backgrounds. It was my job to edit the photos to suit the needs of the other coders in my group. When my teammates needed photos to be cropped, recolored, or resized, they came to me. Aside from being the graphic designer, I also created the code for the maze game. Using the “get” command, I was able to create a game so that an icon had to maneuver its way throughout three levels of mazes without touching the maze walls. With the “get” command, I was able to get the icon to recognize different colors that would specifically know to respond with a game over screen. The final task I participated in was to help pick music for the game.

Throughout the process of creating our final project, of course we ran into some problems. The main problem for me was becoming comfortable with using GitHub. However, this project offered me great practice and helped me realize how useful it is. Other then that, the only thing I would want to improve would be eliminating last minute decisions.