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Tech

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Final Game Summary

I worked in a group alongside Christopher Mendoza, Jane Castro, Annaliese Mugele, and Andy Val. Each person had a designated role, and I was assigned control of the UI, but instead of staying strictly in the specific roles we each worked on large parts of code and helped each other when necessary. Our game consisted of four separate mini-games: a Pong game, shooting a soccer ball, a maze game, and a shooting gallery with ducks. I contributed most to the Pong game, creating most of the working code for the game itself. Christopher Mendoza, our code monkey, added in an introductory loading screen and better visuals. I created working code for the paddles, the ball, and the score. I had to import Paras Jha’s BlackBox program in order to allow for multiple keyPressed combinations. The game is not perfect; the main problem still remaining is that the ball gets stuck between the paddle and the wall and bounces rapidly back and forth until it is freed. Besides that, the game runs well and I’m proud to have made it myself.

The best part about our group is that we were willing to take on a challenge we knew would be tough, but we were confident we could handle it. None of us had much experience in processing besides basic code, yet we were all willing to make multiple games that each came with their own challenges and complexities. Although it was quite difficult, we all chipped in when necessary to help in order to make sure our game was as good as we could make it. The only problem I feel our group had was time management and completing our project quickly. Although we worked consistently, I believe we underestimated how much time it would take to put everything together, including all the documentation. If we managed our time more efficiently maybe we could have avoided the problem altogether. Regardless, I am happy with our group and how our games turned out, and I’m proud of how far we’ve come since September in Processing.