Jam 1 Portfolio Entry
Dangc Aaron

Description of Work:

During the duration of being within the Green Bean Dream Team I have contributed a majority of my time on programming the individual games for each mini game given the exception of two. I helped implement my teammates' art who are not as adept in programming and turning their images and ideas into a playable video game. I also played a role in helping to facilitate my peers if they needed help with coding as well as checking up on them from time to time for assignments and help. I had no contribution to the art, all credit goes to my peers' creation. I was simply just one who implemented the art into the game. Also had a task to manage team tasks to make sure we had everything we have for our game.

Artistic Statement:

The inspiration for our game ties into the reading of Sonic Meditations which by Pauline Oliveros has to do with 4 main principles of making sounds.listening to sounds, imagining sounds and remembering sounds. I wanted to express this within our games by incorporating Web Speech API that can use your mic to make sounds as input. The use of this API was thanks to huge inspiration from the readings and the core

principles. As for the tools I used Phaser and JavaScript since it can be easy to show others in the form of a website as a webgame.

Visual Documentation:

Starts with just plain dirt background
Click to pick up items on floor
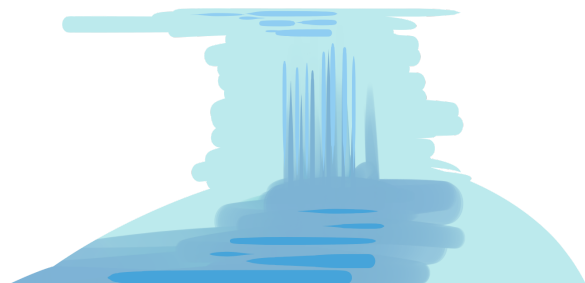Then with certain commands build landscape
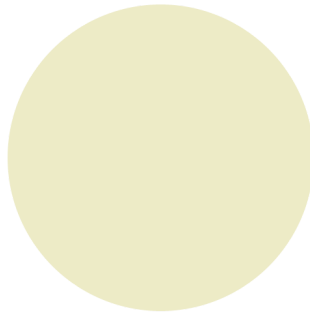Say water and Sun to put sun and water
Say flowers to plant flowers
Say plant to plant seed for trees
Say grow to make them grow need water and sun for that
Say bloom for trees to fully grow

Postmortem

Project Post Mortem:

After completing this project there are a lot of takeaways from this project. To start off, it's a good idea to have constraints or inspirations which can make for some interesting ideas and implementation for projects or anything. Like within my game if I did not take a look at Sonic meditations reading I would never have thought to make a voice based game with sounds. Also

learned from this project that communication is important as well to be able to get ideas across and collaborate on projects. Also that I want to try different languages like unity or unreal. After seeing one of the group's games I was inspired.

Team Postmortem :

My working experience with my peers has been pretty good. I think we worked well together since I was a programmer and they were the art so we were able to combine what we were more tailored to. I found that we were supportive of one another by having a group chat or each other's discord to feel free to reach out if we had any issues. The only struggle I had at times were my teammates were busy with other classes which made it hard to reach out to them at times but overall we had a pretty good team dynamic with one another.