Project Overview

It was decided very early on once we had received the code from the group before us, that we would be having a very hard time with their code. Not only did most of the game not work seeing as they only had the display screen and some sounds, but the code was very hard to compile and run and we could not replicate it on our own machines. There were also no comments to help us along the way. Seeing as how their code was so ambitious and had a lot of things in it that our group had very little to no experience in, we decided to effectively cut away what we couldn’t use and start over with whatever we could salvage. We decided to greatly scale back the game and implement a bare bones version that completed the base task it was required, which was to get the player to pop numbers in order. Thankfully, the previous team already had the general logic of the code defined and the bubble elements were already made for us.

Over the course of the week we implemented our new redesigned game, working off what the group had presented us, and were able to achieve a working version that allows the user to start the game, randomize the nine number bubbles, then click them until they get the right order and a ‘winner’ icon is displayed. We as a group feel that we have accomplished our base goal of making a working product, and that had we enough time for more development we could have implemented more complex game options like arithmetic and number matching, but we worked within our time constraint. It should also be noted that this was the first time we had ever worked with images in a java application, and at least in my group, we had some difficulty with this. What it all came down to is that, while we worked on code by ourselves and as a group, often in the library, the bulk of our work was compiled and run on Pedro’s computer since his was the only one properly displaying images and after some debugging from Alex and Alinda we still couldn’t figure out what it was exactly.