Initially, the group started as Dan and Aaron working on the skifree game modifications. We took care of all of the commenting, as Casey was still in another group at the time. The commenting of the program not only gave extensive documentation and explanation to the game, but allowed us to *understand* the game. We (Dan and Aaron) spent a day in the computer lab learning the code and making the obvious comments regarding the layout and technical aspects of the game (styling, variables, functions, ect.) Aaron went through the code on his own and added more comments and more explanation. Dan and Aaron met again and worked on the explanation and overview of the game. Dan did some additional work and fixed some commenting up, and Aaron was responsible for finalizing the documentation of skifree.

Dan and Aaron both did styling to the program, as Dan added the DIV around the canvas and Aaron added the score and difficulty DIVS as well as added the radio buttons. At this point, we had both worked to add the start button and had it working but the rest of the program was not.

This is when Casey joined our group. We learned in class that we had forgotten the sprites for the game, and that is why we could not get it to work. When we finally got it up and running, the styling was pretty much completed and the start button was working, but there were many bugs in the program. We all met as a group for the first time, and Casey did the majority of the work on the timer. We all contributed, but he figured it out and got the code to work properly. After that, it was easy for us to add scoring to the game by using the timer. The score and timer worked at this point for the most part, but still with some bugs.

The next meeting for the group resulted in adding in two different static obstacles, an ice cream cone and a snowman. Casey got the sprites for these obstacles, and scaled them down respectively. Aaron and Casey coded in the obstacles with some debugging help from Dan. We did more debugging, as Casey made the game validate, and Dan and Aaron cleaned up the code and fixed minor errors, such as the timer not resetting properly and adding an explanation of the game at the bottom of the HTML.

Aaron continued the styling, to make the game appear as it does in the completed assignment, putting DIVS around the difficulty, timer, and score, and adding headings for each. Dan worked on the difficulty settings, and after Aaron and Casey had added in the radio buttons, got them to work with the program. After new variables were added and old ones were changed, the program was nearly complete but still had a few bugs. One bug was that the difficulty setting would only change when the page was refreshed. Dan got this to work by adding the if statement to the runski function. Dan and Aaron also worked to make the scores add up faster when the difficulty was higher.

As for this paper, Dan wrote it with contributing efforts from Aaron and Casey. As for the assignment itself, we each feel we did about 1/3 of the work each. Aaron however, worked on the program at home and on his own time, so Casey and Dan feel he went a little above and beyond. As for the program itself, we consider it to be good, but by no means perfect. Our game was a modification of the skifree game, with added settings, buttons, and documentation. We definitely could have been more creative with the game, adding new characters and levels, but this was not a requirement. As far as we know, the game operates as it should with only one minor error, the spacebar. For some reason, when the spacebar is pressed during the game or to reset the game, it throws the timer, score, and speed off. We tried commenting out the keycode for the space bar and also tried modifying it with no luck. As long as the start button is used instead of the spacebar, the game operates properly. This assignment taught us the importance of understanding code and documenting code, as well as was a fun assignment rather than tedious.