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Project Milestone #3 Report

For our project, we used SDL (Simple DirectMedia Layer) libraries to create a multiplayer video game, Zone. The members of our team had never worked on a project of this scale before, and we faced many challenges in creating the game.

The hardest obstacle to overcome was the scale of the project. There were many things that needed to be designed and implemented, and it seemed overwhelming. With planning, organization, and thorough discussions, we were able to put the project together piece by piece. We spent considerable time designing classes and determining the structure that enabled our objects to interact effectively.

We learned a great deal about abstraction and inheritance. This knowledge became a key part in ensuring that all elements of the game had common properties so that they could be displayed similarly.

Even with our amount of organization, we feel as though even more thorough planning would have helped. We had to change the entire structure of the project a few times when we realized certain things were not going to work the way we had planned. I believe many of our difficulties came from working with a development library that we were unfamiliar with.

It was very rewarding to work on something that is displayed visually rather than only running through the terminal. We could actually see the changes made and could work towards creating a pleasing aesthetic. We created all of the images, music, and sound effects for the game, so we also learned much of digital artistic design as well.

This project helped build our confidence for taking on project types that we have never had experience with, as well as using new tools to supplement the things we have already learned in computer science. Reading into the documentation of unfamiliar libraries is something that will be present in the future. We feel that getting comfortable with heading into uncharted territory is really important in computer science due to its diversity. I also feel being exposed to some GUI is a useful skill , as it is a common in the industry, and we have not yet been exposed to it in our coursework.

Going forward, we will pay careful attention to building a solid foundation through thorough planning and design. We will test constantly, so problems arise early and can be quickly corrected. We plan to continue working on this game even after the deadline to see how far it can take us!