Boomnack  
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FSE Game

Adam Vandolder – Team Member’s Report

Roles: Project Manager, Programmer

The part of the project I am most proud of would have to be the Event system. It took quite a bit of thinking and researching in order to make it work the way I wanted. It provides the backbone for the actual content in the game, allowing sandboxed scripts to run asynchronously, allowing for the game content to be largely separate from the game engine. In the end, it also worked very well, and I will definitely use the experience I gained from creating it in future project.

The part I found most challenging was how to set up the game’s architecture. It took a while to figure out how to get everything to work together, and even now, I’m sure there are other, more optimal solutions. Creating the pseudo code helped me flesh this part out.

A big success of our team was that we all brought something different to the table. Israel brought his computer graphics skills, Davanjit his many game ideas, and I brought my somewhat more extensive programming experience.

We had difficulties in communication, and on distributing work. I wasn’t sure what all everyone was supposed to do, and so I ended up doing a lot of the work because nobody else knew who was supposed to do it.

We could have improved by more clearly distributing out the work, and staying in more constant communication about what needed to be done.