

Eric Faust's Contribution Write-up

As the Lead Media Developer, it was my responsibility to produce (aka find) most of the images and sounds we would use. Part of this meant going into image processing software (the Gimp) and modifying the images to prep them for usage in the game. Crop, cleanup, recoloring, formatting, etc. Minor edits were added by other members such as adding player specific background colors.

I developed a “color bible” for our game and passed it on to the other members. I went into Kuler and created a color vocabulary for all aspects of the game. It wasn't an accident that the player, AI, board background, specific board squares, etc are colored the way they are.

The website related documentation I generated includes:

- The presentation slides
- Demo video (completely done by me)
- Compile and write-up the playtest feedback
- Curate game design section (for example, updating language to reflect change when we went to real-time from turn-based)

My coding contribution was to make the various background timers. These timers trigger the players' (both human and AI) choices as well as updating the game pieces already on the board. As part of the triggers I got the choice buttons to display on screen in a non-overlapping fashion that keeps the game state aware of what the AI's options are. I also created a preliminary version of the instruction page, though this would be heavily modified by other members later on.

I also added most, if not all, of the “Javadoc” documentation code you see in between functions. The specifics were modified by the particular authors, but I served as the unifying force that makes the comment code appear consistent.