

Christine Talbot

ITCS 5230 Intro to Games

December 15, 2011

I had primary responsibility for coordinating the team, delegating the work, designing the flow/play of the game, and overall quality checks of the game and documentation. This included maintaining the project plan for the team and regular status updates and to-do's.

I was responsible for copying and migrating changes to the public website, fixing and dealing with mercurial repository issues, merging to remove branches, etc.

I also created and updated images for all the chips, animations, scoreboards, message center, instruction images, and title images. I found and created the background music and theme-consistent fonts.

Code-wise, my contributions included:

- Script and scene for the Instructions page
- Script and scene for the Credits page
- Script and scene for the Countdown page

Game scene contributions included:

- All feedback for clicks
- Consolidation of duplicated scripts for board squares
- Creation of game loop to control game
- Script and images for animations of planting
- Coordination & requests of GameState functionality needs
- All AI script and logic, including difficulty level capabilities

Documentation-wise, I contributed:

- Original Hw9 write-ups on the index page and incorporation of the web player unity game
- Advisement on design & content of presentation document
- Advisement on flow for video recording
- Final project report writeup
- Overall quality check of documentation