Presentation

Q: How does your program work? (demonstrate) Cristopher

A: Just demonstration the game


Q: How did you accommodate players with vision deficiencies? Allison

A: First off we allowed users to choose from an array of different colors for the blocks other than the original 4 blockus colours, and for users with vision deficiencies we allowed them to put a custom character/letter in the center of each block (a different character/letter for each colour) to distinguish between the colours.


Q: What design patterns did you use? James

A:


Q: How easy would it be to make a networked version of the game? Matthew

A: To make a networked version of our game, it would require us to add some sort of networking capabilities to allow the game to connect to a server or LAN connection. As well we would update the UI to add different buttons for Online/Local-Multiplayer, and add a sort of lobby system for online play for players to invite and connect with friends. Will it be easy? Mostly not, however it could be done!


Q: What were the toughest parts of the project? Rehnoma

A: The time constraint was definitely the hardest part of our project. We had a fairly inexperienced team coming together to create what seemed to be an impossible and daunting task, however we got around it and was able to finish the project for the due date and we are extremely proud of our work!