Collaboration File

For our project, we created a game called “UCLA Meme Page The Game.” To create this game, we used QT creator, utilizing the many classes and functions that it comes with. The user is presented with a retro arcade style interface.

Pratyusha worked on many of the QObjects. For example, she made it so that the Zombie QObjects interacted with Gene Block QObject so that it would decrease his health. She also did a lot of debugging, and fixing the many imperfections of the game. Also, she created the coordinate system that the zombies travel by, and made it so that they went across the screen towards Gene Block. She also fought with QTimer.

Jeremy implemented many of the vital widgets that the game uses. He created the win and lose windows, the instructions windows, and implemented many of the pushbuttons and functions unique to our game. He created relationships between the different classes, so that the game worked as a smooth, complete whole and that the different classes worked together. For example, he implemented the transition between the intro window to the game window.

Daniel sets mouse and space bar controls, allowing mouse movement to rotate the player and change the direction it is facing, while the space bar shoots out projectiles based on the player’s rotation. He also added bullet collision effects, so that when the projectiles collided with zombies, they would decrease the zombie’s health and delete it if dead.

Michaella created original sprite images bit by bit to represent the bruin protagonist, Yerba Mate projectiles, and the Gene Block character. She found online stock photos to pixelate in order to fit the aesthetic of the game to use as backgrounds, and created some that did not end up being used. Michaella tried to implement QWidgets and attempted to create a smooth transition between introduction and main window.