Daniel Tucker

Java App Development

My personal experiences with the project my group worked on is the scramble of realizing that integrating a whole lot of separate classes takes more time than we thought it would. Also, I’ve spent time thinking about how I could call the wall.detectCollision() method within the zombie AI to make them obey the laws of physics to the extent of a top down gravity-less game. I also learned that there is a collide() method within JLabel, which I could have been using all along, but didn’t, and as I said in class, I had to recode the wall collision function because of a bonehead mistake I made when originally programming it. The project itself was a whole lot of fun to work on, and Mason and Casey made it even better since the both of them were very cheery in their outlook of the final product, even in the early hours of the morning. The implementation on some components, namely the play again option, was severely lacking. But the implementation on other components, like the player spinning and walls being walls, and the zombie spawners in their thread worked incredibly well. The final differs from our original idea in that the zombies and bullets don’t care about walls, the second floor is inaccessible, which decreases the amount of zombie spawners by 2, which would mess with the average values of zombie spawns that I mentioned during our presentation.