Anthony Atherton

413 Version 2.0 report

I learned a good bit about GML(GameMakerLanguage), which is the language that Game Maker use. GML syntax is quite similar to C. I also learned how to use Gantt and how beneficial having a project management software can be when working in a team.

This is crucial for the industry because you almost always will be working in teams on projects and, at times, a great distance away

The hardest part of 2.0, I feel, was integrating the replay system to save to a database properly without causing errors to crash the game.

Encryption stuff….

We had weekly meetings either after class on Thursdays and if that did not work we would get together through skype over the weekend.