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CSCI 413-A

* ***What you and your team learned from this experience entire experience***

I have officially dipped my toes into game development. I have never developed a game before and I found that the process was very interesting. I learned the basics of how a game is structured (according to GameMaker Studio) including control schemes and player interaction. As far as my team is concerned, I think learning how to communicate is a skill everyone should build upon.

* ***How do you feel this will help you out in the industry?***

I feel that a project of this size will help me in the industry. The size of the project really made me aware how important every little piece of the software really is.

* ***What was the hardest and what was the easiest part of making version 2.0***

The easiest part of the assignment was learning how the GameMaker Studio works and how it wants you to create your games. We made a good decision of picking a very popular game engine to create our project. The hardest part was finding the time to do the work especially during the final week to cram in all the extra submissions.

The easiest part of making version 2.0 was fixing our bugs from version 1.0. After we got feedback from version 1.0 we were able to address the problem in our project and fix them accordingly. The hardest part was implementing the database and saving data on the database from our project. Getting the database to work right was a different skill set that we had to review in order to implement that requirement.

* ***What encryption algorithms did you use?***

We used RSA and AES encryption algorithms.

* ***Did you have weekly meetings? If so, on what days?***

We did not have “weekly” meetings.