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3/14/2017

CSCI 413-A

* ***What language did your team use?***

We used GML(Game Maker Language) that is included in the GameMaker Studio.

* ***What unit testing framework did your team use?***

Our team used a custom framework since GameMaker Studio does not have one.

* ***What IDE's and what development OS's did your team use?***

We developed the game using GameMaker Studio running on Windows 10 and Windows 7 for myself.

* ***What you and your team learned from this experience so far.***

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.

* ***Did this assignment help link the course material to real world application?***

I believe that the project links to the course material. The main point that I received from the assignment was the evolution phases of the project. That is directly taken from chapter 9 which explains that not every project will stay the same and requirements can change.

* ***What was the hardest and what was the easiest part of this?***

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.

* ***What types of maze randomizer algorithms did your team implement?***
* ***What type of shortest path algorithm did your team implement for the enemy?***
* ***Analysis of each of the 8 good practice guidelines for dependable programming***
  + How you accomplished each of the applicable guidelines for the project
    - Go into detail on what aspects you considered and what implementation changes you made to ensure all 8 where followed

If any are not applicable (such as the external timeout), state that they aren't applicable and state why.