

Assignment 1

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AUTHOR: DANQI LI, DU PYO PARK, KAREL HARJONO

1 BRIEF SUMMARY

In this Assignment, we developed a small platform mini-game where the player accumulates points by collecting coins and avoiding enemies. The enemy moves back and forth on a platform and resets the game state (points and player location) upon collision with the player. The game also resets if the player falls off the platform.

2 DIVISION OF WORK

- **Danqi:** Implemented the scoring system and user point collection.
- **Du Pyo:** Created the minimum of eight platforms and added the coin regeneration feature.
- **Karel:** Worked on the enemy avoidance criteria and guided us in using GitHub.

Rubric:

- **User collects points** (2.5 marks): Danqi, Du Pyo
- **Avoids enemies** (2.5 marks): Karel
- **Minimum 8 platforms** (2.5 marks): Du Pyo
- **Scoring** (2.5 marks): Danqi, Du Pyo

3 CHALLENGES AND RESOLUTIONS

One major challenge was using GitHub, particularly running the project on Danqi's Mac. The mixed environment between Windows and MacOS caused issues. As a workaround, Danqi made her changes on Du Pyo's computer and committed the work through his GitHub account. Du Pyo also learned to merge different contributions, which was initially difficult for him.

We overcame these challenges with Karel's help, who had more experience with GitHub. Game development was new to all of us, and we relied heavily on the provided instructional videos. Fortunately, there were no major issues with merging our work, as we took turns coding. Karel worked on his code while Du Pyo refrained from coding at home, allowing for smooth integration of our contributions.