Assignment 1 summary:

In this project, we made a small platform mini-game where the user collects coins and avoids an enemy. We divided the 4 criteria so that all 3 of us have an equal workload. Danqi did the “scoring” and “user point collection,” which are worth 5 points total. Karel did the “avoids enemies” criteria and guided us on how to use github. Du Pyo did the “minimum 8 platform” criteria and also added the feature where the coins get regenerated.

One of the biggest challenges was using github. Unfortunately, until the very end, Danqi could not get github to work on her computer, so she made the changes on Du Pyo’s computer and committed the work through his account. Du Pyo learned more about merging different works together, which was difficult for him at first. Another challenge was plainly the challenge of doing something new.

We overcame the challenges by asking help from Karel, who knew better about Github. For all of us, game development was a new thing. We overcame that by piously watching the videos provided for us. Fortunately, for us, there was no big challenge when it came to merging because while Karel worked on his code, Du Pyo did not work on any code at home. So we coincidentally took turns working on the code.