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Final Programming Project Report

For our final programming project, our team—Nada Farag, Nathania Dejean, and Emerald Sierra—developed a 2D game titled Fox Runner. This project serves as an introduction to what the full game could become with more time and development. The game includes a simple main menu where players can start the game, as well as a functional pause screen that allows players to either resume gameplay or return to the main menu.

To streamline collaboration, each team member worked on their own version of the game and uploaded it to GitHub. This approach allowed us to compare notes, review changes, and integrate the best features from each version into the final product. For communication, we created an Instagram group where we discussed ideas, shared progress, and coordinated our efforts efficiently.

Using pre-packaged sprite sheets, we designed a visually engaging environment to showcase the game's potential. While the original proposal included multiple levels, puzzles, enemies, and a dynamic soundtrack, this version focuses on delivering a streamlined experience with essential features.

This project not only allowed us to refine our skills in user interface design and game logic but also emphasized the importance of teamwork and effective communication in a development setting. The result is a promising introduction to Fox Runner with significant potential for future enhancements.