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Project 4 CS 1302

Evaluation Document

Implementing the general interface was a major hurdle for us. Switching between panels within the same frame was as easy as we expected. We had to adjust our initial design for adding a panel on the left side of the frame. Another problem was communicating between the panels for game information, such as updating the player's score to the corresponding scoreboards. We also could not add a background to the panels. If we organized the logical flow of the game, then we would have avoided more unnecessary work, such as created panels we did not really need within the context of the game. Implementing the Tic Tic Toe computer algorithm was not simply copy/pasting from our code from the Tic Tac Toe project. It was a learning experience to integrate the game to a graphical user interface from a non-graphical user interface.

Unfortunately, we do not possess adroit Photoshop skills, but at least the images are original and made with effort. Implementing the Guac-A-Mole game logic was rather straightforward, but the gameplay was not as complex or involved as we wanted to be. We didn't have time to customize the fonts that depict an arcade feel to the program.

<u>Peer Review</u>

The excessive use of panels was noticeable by our classmates. They suggested we remove the intermediary menu that corresponds to each game. According to the classmates, the gameplay was simple and not as involved in comparison to other student's implementations.   For example, the differentiation of the Guac-A-Mole levels was based solely on the speed of each vegetable that popped out onto the screen. When one classmate was playing TicTacToe, he was not sure which difficulty the game was set on. None of the radio buttons looked to be selected, so this caused the confusion for the player. The graphics overall were seen as elementary but was appreciated nonetheless for our efforts toward originality. The classmate also noticed that there was no proper list of high scores for each game.