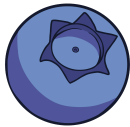**A4 process**

Tic tac toe

The feature I worked on was loading images.

I drew a waffle as the game board and fruits as the 2 players

Deconstructing feature

Loading images allows people to use any photo in their game. It is a big upgrade from having to draw out your art with pixels, which takes a very long time. You can load it from your personal files, which only allows you to view it, or you can load it from a url, which allows everyone to view it.

Feature problem solving:

loading the images, inputting the wrong thing:

When trying to get images from my files, I was writing the wrong thing. I remembered that during the loading audio lesson we had to write down every step on how to reach the file. I ended up doing /Users/hajar/downloads/tictactoe. This took me a very long time to find out.

I had a bit of trouble trying to fix the size and position at first but then it went smoothly.

I just realized I need to use URLs instead of my personal files so people on GitHub are able to see it too

I posted my photos on GitHub to use the URL from there but it's only showing a white screen.

My URL wasn't public so I ended up using a different website to post my images.

I only have one of each fruit on the screen so I have to figure out how to put multiple

I'm loading multiple on the screen for each possible position so we can then make them only appear when the player picks that spot

Adding multiple of one image was simple. It's basically the same as just doing one image, instead you put multiple different y and x positions.

I just realized we need a line indicated that someone got 3 in a row

  I made it look like syrup to match the theme.
The syrup is not showing up on the screen.
Fixing the size made it work.

I lost my syrup code now I have to do it all over again
I reverted a commit without committing to the syrup and now it's gone
I'm very frustrated

I dont think we have time to add the syrup winner lines but its fine because the game still plays. I wouldve preferred it because it would make the game look better and more complete.

Prototype:

Git problem solving:

Git is really complicated. I've committed my code but I have no idea how to move it to GitHub.

I'm trying to pull/push my code to GitHub but it's not working. Pull is grayed out and when I try to push it says I have to pull first.

Playing oh my git!…

I found out about terminal but its not working. I'm not sure I'm on the right page but I think I'm on the right path.

I think I have to start in command prompt

It finally let me push my code!!!

It was pushing random files so I just deleted them. I'm not sure why it did that.

I think making a new branch fixed my problem because I was trying to push my code onto an old branch.

I've gotten used to GitHub and I'm on a roll now.

Now I have to merge my work with my teams work..

Challenges working with my team
It was stressful because I had to continually reach out to my group members to post in the git. Most members did not post or update their post to be able to view until the day before it was due, which was challenging in terms of merging the game and making sure it worked. For instance, another member and I both noticed the tic tac toe base was text based and separately decided to make our own to ensure the game worked which could have been avoided had the group been timely in posting and communicated with one another about their progress.

My reaction:
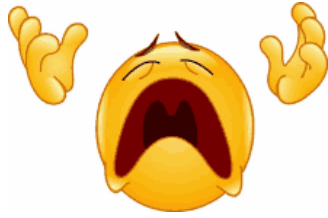
Final thoughts

I like how the game turned out. While I can see the benefits of working in a team, it only works if everyone posts their work or discusses their progress/shortcomings in a timely manner, otherwise, it is not efficient.

Working on my part of the game was really fun and I got to learn how to make 2d games in a whole new way which looks way better. The images make the game look way better and it's way easier to manage.