

Project 1 -- Is it ... Helicopter? Scott Mackinlay and Keenan Zucker

- After meeting with Ben and the NINJAs, we feel like we are going to be in pretty good shape going forward.
- We got good advice about splitting up the game, or at least how we go about making it into the game with keyboard buttons first, before adding in the audio part. This will allow us to make sure our game works well naturally, since there could be background noise or general difficulty with a microphone.
- They seem to like our idea, so we are feeling good!!
- The flappy bird in-class exercise today also gave us some good ideas on how to organize our code in terms of classes.