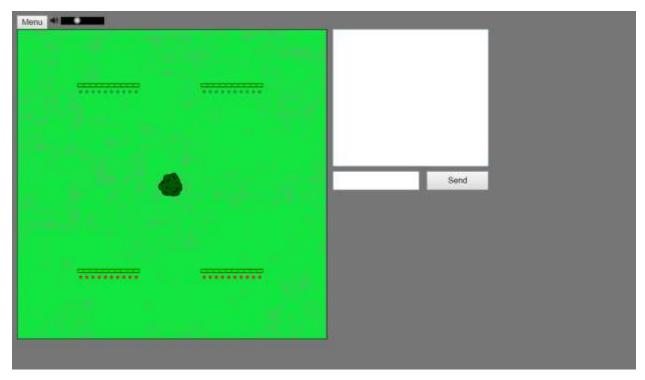
RSS Feed Reader

I created this web application to practice using python and the Flask microframework. I had originally used PHP but wanted to learn new skills. It also allowed me to practice using HTML but I most mostly focused on functionality. I wanted to become more familiar with web protocols and gathering data (in this case XML files) from other websites.

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Squad Command

This is my team project done during COMS 309. It is a multiplayer online RTS style game. We worked on it for an entire semester where we split up tasks according to our skills and expertise. It used native JavaScript, HTML, PHP, and Node.JS. I focused on learning JavaScript as I had little to no previous experience with it. I applied my knowledge of object-oriented design to flesh out the units in the game so they would have unique attributes.



Rainbow Snake

This project was my final assignment for COMS 327. I used my new-found C and C++ skills to develop the classic game Snake. I made some personal twists to it by added colors and a system to increase the difficult as the player progresses. I created separate classes to handle the map, snake, and the game itself. The game initializes the map and snake objects and allows the user to give input while the game will move the snake based on the last input. I used a non-conventional algorithm when manipulating the linked-list that makes up the snake.