Parlour Games

Description

Parlor games is an app that has multiple house hold games a user can play.

Motivation

This was a project for a class I was taking in Fall 2018 (SE 309 Software Development Practices). I was part of a team of 4 people and we came up with the idea to create the app. We implemented the following games: Snake, Connect 4, TicTacToe, Black Jack and, Dots and Box. I specifically worked on creating the Snake Game and the TicTacToe Game.

Lessons Learnt

From this project, I learned a lot about android studio and proper programming practice. I specifically learned about the importance of proper coding structure and how it relates to robust applications. I also learned how to transfer my thoughts and ideas to computer science terminologies and data structures e.g. using 2d-arrays to create for the TicTacToe game and manipulating a 1-d array for the snake game.

Farming Island Initiative

Description

Farming Island: Survival Edition is a game made for users to try to keep their player character alive as long as possible while stuck on an island. They must use seeds and landscape techniques to grow crops to eat and stay alive.

Motivation

This was a project for a class I was taking in Fall 2018 (SE 319 Construction of User Interfaces). I was part of a team of 4 people and we came up with the idea to create the app by thinking of a game that people can play on their computer. I worked on creating the software behind the different modes of the game(user mode, development mode, character creation mode). Each of these modes were a little different in their purpose.

Lessons Learnt

From this project, I learned a lot about eclipse, java, and java libraries. Especially the jwjgl java library. The game required the creation of a game engine that could be used for future creations. So this project took on a whole new meaning. I also learned how to create different aspects of the game that keep the user interface interesting. User interaction is important, so coming up with ideas to implement that users will follow along with was a challenging and rewarding part of the project.

Dungeon Map Game

Description

The dungeon game was a game I made written in C/C++ early on in my career that took on an idea of users exploring different levels of a dungeon, picking up weapons, fighting guards, and beating the King Spongebob.

Motivation

This was a project for a class I was taking in Spring 2018 (SE 327 Construction of User Interfaces). This was a solo project that took up the entirety of the semester, and each week an iteration was due. It consisted of using dijkstra's algorithm, and other algorithms to generate levels, walls, tunnels, weapons, and enemies.

Lessons Learnt

From this project I learned the differences in C and C++, how to use them concurrently, and how to switch from C to C++. I wrote the entire first half of the project in C, and switched halfway to C++. I also learned how to manage time as this project took up most of my weekly time. I had to create the makefile each week along with the iteration. I also learned how to implement algorithms within different languages and different ways to manipulate them.