Roles

Since this group consists only of two students, our roles weren’t very different and the whole programming process was based on a collaboration between the two of us. However, I will specify some of our roles.

Mohammed El-khatib:

1- Studied the libGDX library and its built in functions and classes and how we should be using them

2- Handled writing the code in Java instead of C++. However the syntaxes were very similar and the focus was more on the library itself.

3- Sketching the collision logic of the game and the location of the bombs and the gas cans.

Satyajit:

1- Also studied how to use libGDX library and its classes

2- Handled the sprites design in the game and their boundaries coordinates in order for the logic collision to work

3- designed the frames of the helicopter and how can you use frames

Its very hard to say that each one took care of something specific because we both worked on the project in the same time and the process was a mixture of both of our work