Team 50:

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Project Milestone #3 Report – Gator Glory

For our project, we used SFML (Simple and Fast Multimedia Library) libraries to create a single-player, top-down, arcade-style shooter. In “Gator Glory”, the user controls a Gator quarterback who must throw footballs at rival enemies to survive their relentless pursuit. The player must survive waves of enemies in order to advance to the next round.

When creating this game, our group faced many internal and external challenges. Our group suffered most from poor time management and communication, coupled with the fact that we were only half the size of an optimal group. Another big obstacle we had overcome was the scale of the project. A project of this scale requires a lot of planning and consideration before coding. There were many elements of our game that needed to be designed and implemented (collisions, sprite movement/animation, game mechanics, etc.) At first these components seemed complex and difficult. But thankfully, SFML is a very popular graphics library and information and tutorials were not hard to find online.

Through this project, we learned a lot about simple applications of graphics and windows in C++; a topic that we did not really go into in COP3503. What we learned help us create a visual and interactive experience that is different than the terminal windows we have become accustomed to.

Even with the amount of planning we did, we faced many frustrating, external problems with the SFML library before we could get a prototype of our game working. However because SFML is well documented and popularly used, we were eventually able to overcome this obstacle. Learning to use SFML through documentation and tutorials was an interesting and enriching experience in itself since a lot of code in the real world is built from the foundation of libraries like this one.

In the future, we will try to make the game mechanics smoother and cleaner. There are also many other features such as multiplayer modes, power-ups, splash screens, configurable settings, etc. that we could potentially add (given enough time) to further the development of our game.