

Project 2 - The Group Write Up

Group Members: Luke Ciccolella, Paul Pomeroy, Chris Walker, Patrick Robinson, and Jason Shacket

Group work distributed:

Luke Ciccolella: Write Up

Paul Pomeroy: Coding / Minor Assets

Chris Walker: Rules/Background Document

Patrick Robinson: Art / Assets

Jason Shacket: Assets

All members of the group tested the project.

How the group approached the project:

The first time we approached the project was by creating a group discord and then we set up a time to meet to work and talk about future plans for the project. In the discord, we talked about what everyone's strengths are and then decided who would be working on what for the project. We decided to do an adaptation of the card game War for our project and use popular anime robots for the visuals on the card, specifically those from the "mecha" genre. One of the first concepts that we came up with was attributing number values to different robots and having the robot cards randomly drawn. If the player's card number was greater than the number on the CPU's card, the player got a point. If the CPU's number was higher, the CPU got a point. In the event of a tie, neither side got any points. After 6 rounds, the side with the most points wins.

While the idea was being formulated, Patrick was working on creating art for the cards.

After the assets for the cards were drawn and completed, Jason also added text and numbers to them to have visuals for the values in the code. Once the assets were completed, Paul began coding. While working on the code, both the write up for the rules was completed by Chris and the write up about approaching the project was

started by Luke. Once the programming was finished, the team members tested it to make sure it worked, and once happy with the product, Chris and Luke revised their respective written elements as Paul made the final adjustments to the code, such as comments.