

Our game is inspired by the video game Super Smash Bros; hence, the name Super Smash Staff. The code itself is divided into separate tabs for each major section/class of code. We needed to create a LOT of classes for this code because it has a lot of moving parts and variables being changed.

As a group, highlights of the code include the ability to browse around inside the game and read character descriptions as well the fighting mechanics of the game. The fighting and movement gave us the most trouble and it was quite a feat, but our lead programmers figured it out. Being able to jump through objects and still land on top of them was something we were very proud to code. The fighting with hitboxes and how to integrate a moving punching mechanism was also a major highlight. One last notable mention, though it has little to do with coding, is the teacher bio pages which the group had a good laugh working on.

External sources include the minim library which was used to put background music for the game. Also, sprite images were used for the moving characters. This gave the game a more polished feel as you could now see your character actually walking around on the screen. There was also a great deal of picture gathering from various places, mostly google images, as well as photoshopping and drawing additional images. The graphics team did a good job of editing images and providing amusing images to use for the game.

It took us a little while to realize that our aspirations of fully customized individual characters and game mechanics on par with commercial contemporary video games was simply an unattainable goal. That being said, we had to take a look about a week into development to see what we actually wanted: a game where our teachers could fight each other. We had to water down our variety and individualization and concentrate on getting pieces of code such as movement, basic fighting, and animation to work before we could even think of adding other things. In the end, we settled for a more simplified fighting game where all characters were

essentially the same, save for the faces of our selected staff grafted onto their animated stick bodies. The animation section of the project was where we really grew the most, as it was a new concept and the code for this section turned out very well.

In a chronological sense, our code was built in a frame style. Initially we decided what classes and major features were needed and then organized those classes and features into a framework and built up from there. Once the framework of the game was done, the images and animations were added.