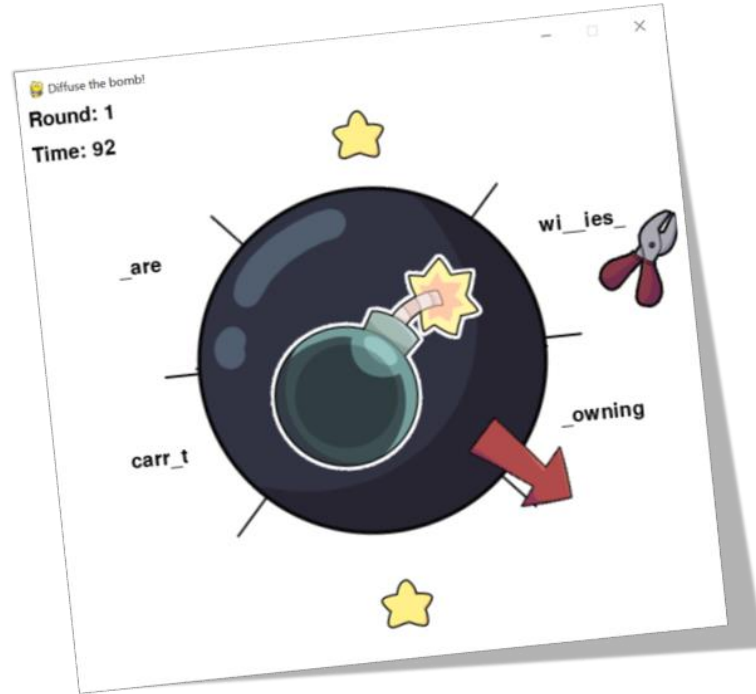


## Final Catapult Report – Team 08

### Defuse the Bomb



### Final Report

#### Team 08 "Locked Out of RHIT"

Team 08 Members –

Spencer - Sierra High

Autumn - Cloverleaf Senior High

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Date Submitted – 7/ 16/ 2021

## **Introduction**

Our team made an original game about diffusing a bomb by correctly completing the missing letters in random words. We called it “Diffuse the Bomb!”. The game was developed using PyCharm, a development environment that uses the programming language Python. We also used the Python library PyGame, which held many tools that helped greatly with the creation of the game. As a team, we were able to overcome challenges quickly and effectively and, in the end, made a semi-coherent and functional game.

## **The Game Design Process**

To start, we first did some planning. This was probably one of the most difficult parts of the process as we couldn’t decide on what to do. Many ideas were thrown around, but we always had to consider how complicated these ideas were as we didn’t have that much time to work on the project. Eventually, with the help of our academic advisor, we decided on our final idea for the game. A few things did switch around in the final idea, mainly small things for the sake of time, but we were successfully on our way. During the programming process, we took turns writing code. Every new portion of our project, we swapped out who was working on the code. The people who weren’t working on the code did other things such as finding sound effects and creating graphics.

## **Design**

Our final design changed quite a bit from the initial design. Our ideas for the game kept changing throughout the process. But we eventually did agree upon a design

around halfway through and just ran with it, though that agreed upon idea did change slightly as we encountered bugs and issues.

## **Test**

There was a lot of testing that had to be done for our game. We had to test every new feature that we implemented to make sure that it worked and that there were no bugs, so we were constantly doing testing. We also did some demo testing with testers, who gave us feedback on our game.

## **Project Reflection**

Deciding on what type of game to make was tricky as we all had different ideas in mind. Despite our conflicting ideas we decided on the product shown. Our knowledge and skills in python were all very limited and it was considered when we decided on our game design. We also had trouble working on each other's laptops as one of us had Windows, one with a Mac, and one with a hybrid mixing the two. However, despite these challenges we were able to eventually learn to adapt to different laptops. We also had a graphic design artist on our team to create all our visual aspects in our projects.