Ashley Ervin
Jacob Westerback

Dance Droid Final Documentation

Original Definition Statement

> "Our idea is to create a DDR-esque reflex game that attracts players with bright colors and fun music. Players will tap one or more "moves" on the screen in a timely manner to make their character dance and rack up a high score."

We've met all the technical requirements for our original definition statement. The only requirement that wasn't met was the dancing characters which is just a cosmetic addition, so we feel we still met what we set out to do.

Struggles/Failures

We had many merge conflicts which got annoying but were easily worked around, as that is just a part of merging code.

There was also a point where a member's Gradle files got entirely deleted for no real reason, which was easily solved by copying gradle files from a working version over but still slowed down development time.

Meeting and getting things completed was also a bit difficult as we both had a very busy schedule this semester, but we learned how to work around it effectively.

Who Did What

Ashley Ervin

- Art for the beats and start screen buttons
- Music & Sound
- Music & Sound Sync up
- Beat Generation
- Difficulty Scaling
- Column Code
- Tablet Layout
- Prototype
- Options

Jacob Westerback

- Column Code
- Game loop
- Replay logic
- Input logic

- Scoring & Feedback
- Accuracy Range
- Beat obj
- Menus
- High Score

Credits

All of our images were original.
Sound: The Piano Tune by Beat Doctor
Can be found here: *http://tinyurl.com/ngbgmgt*

What grade do we deserve?

We deserve at least a 95% because we attempted to go way beyond the project scope, and despite not getting everything we wanted in the beginning we managed to find ways to work around the difficulties of our original plan.