Jakob Misbach

5-30-18

2A

At the moment, we are developing the research on our topic as well as working on the code for our games. We currently have Pong 90% complete, Space Invaders 50% complete, and are starting work on Tetris. Have a plan of how the code will be structured for both games that are not close to completion. For our research, all of ours sources have been annotated, and we are beginning to organize the information into categories that will be used to answer specific aspects of our questions. From there, we will be organizing the information based on game, and creating museum cards that will be placed on top of a mock-up of a game cartridge. Before next class, I would like to solve the bug with Space Invaders where all of the Aliens shoot at the same time. In addition, I would like to continue work on tetris, and get it to a point where pieces are added to an array, and start to work on the graphics for the game. One problem we have been encountering with our project is not being able to work on code in class. We are unable to write, and test code while in class because the Chromebooks do not have a development environment for Java. However, this has not been a large problem because we have been able to focus on the research aspect of our project in class, and work on the software aspect at home. For next class, we will focus on organizing the information gathered from our research, and begin to form an answer to our question. If we have time, we will then break that answer apart and write about how specific games, and companies have had had an impact on the industry. My contributions to our group have included setting up a GitHub for our team to help organize code, and information. In addition, GitHub tracks contributions and information pertaining to the process of creating our final product. This will help our group create the presentation on the process of creating our project. In addition, I have set out the framework for creating the games that will be used in our final project, and begun to write code for Pong, Space Invaders, and Tetris. Before next class, I will continue to work on the code for our games.