Brian Salamat

Ms. Gerstein

Technology III

14 June 2013

My Role on Team squirrelsACD

During the first couple of classes working on the project, it was clear that our group would need to adjust to the use of Github before any major advances in the project would occur. This had me worried because I had absolutely no idea what I was doing on Github, but just like any new program or use of technology, such as a phone, once you start playing around with the functions it becomes your best friend. This is exactly how I feel about my experience with Github and this project. At first, I had no idea how to upload a repository. However, as I started working on the code more and more the use of Github felt natural to me (with the exception of a few things like “detached head”). I feel that our group’s collaboration on the project was top notch, and as one of the code monkeys for the group there was a huge weight lifted off my shoulders since everyone in the group contributed considerable amounts to the code.

In order to move the project along I took the advice Pujan, the project manager, gave us to work on the code during the weekends in order to stay on top of the time constraint. After coming home from school and work on Fridays I would usually spend the rest of my night working on the code and trying to fix a couple issues that occurred in the process of making the code. During the duration of the coding process I was able to add a Boolean that would have the characters’ bullets cancel each other’s out, add power-ups that would increase the life of a certain player via a Boolean, added music to the game, and fixed a few bugs such as two songs playing at the same time and the power-ups not working when they would touch the character.

I feel that the cooperation among the four of us worked to our advantage because we were able to finish most of the initial tasks that we wanted to accomplish as well as add in new aspects to the game, such as music, that we did not originally anticipate. If the team were to change any aspect of the game it would probably be to come up with a more challenging concept. It was awesome collaborating with my team members to finish the game and I am satisfied with what we have accomplished.