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Ms. Gerstein

Technology III

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Individual Summaries

The last month in technology class has been one of the most exciting I have ever had. For our final exam, we were given the liberty to create any reasonable game. I thought that this was an excellent way for Ms. Gerstein to end our junior year, the most stressful one for many students. Not only did we have fun working on it, but we also learned many new techniques at the same time. In addition, this project gave me a sense of how computer science and programs like processing can revolutionize society.

As the project manager, I knew that it was my duty to make sure that my team met all of its deadlines. Throughout the project, I assisted any of my team members who needed help. I contributed to the code by inserting Homer, Peter, Power Ups, and Power Downs. However, I realized that the shooter did not work properly. Since the pictures were rectangles and squares, I was unable to use the distance codes to let processing know when two objects hit each other. After some thinking, I was able to come up with a more complex code that would accurately determine when the characters were hit by their opponent’s bullets.

Along with some help from Ms. Gerstein, I was able to insert a main menu/play again feature into the game. After the game ends, the players will have the option to return to the main menu by pressing the enter key. From there, they will be able to press the space key and play again. My group and I were very glad that we were able to insert this into our game because the players no longer have to go through the hassle of closing the program and turning it back on every time they want to play again.

In addition to major code write ups as described above, I also had some minor write ups. For example, I wrote the code to increase the player’s score when he hits the donuts and decrease the lives when hit by the bullets. I worked on the code to insert and remove the donuts and the code to insert and remove the bullets. I added a code that would randomly drop either a Power Up or a Power Down. To do this, I created two variables called “peterpicker” and “homerpicker.” Every certain number of seconds, the program would randomly assign either a value of one or two to these two variables. If the value was one, the player would receive a Power Up. If the value was two, the player would receive a Power Down. I also fixed the multiple keys error by using the code written by Paras Jha.

I really enjoyed the fact that my team was able to have fun, learn, and get work done all at the same time. Some of the things we learned include how to insert music, how to use a Boolean to make a main menu/play again feature, how to define collisions for objects other than circles, and much more. I was glad that each member contributed his abilities to the project and made it a team effort. We met all of our deadlines. All of us were willing to sacrifice some of our free time so that we could go beyond the minimum requirements for the project. Although none of us were “Processing Experts”, we were able to put together a pretty attractive game.

Looking back at this project, I believe there are some things that my team could have done better. We could have made this a multiplayer game, where between two and four players can play. In addition, I would have liked to insert more Power Ups and Power Downs. Unfortunately, my team members and I did not have the time to do this. Nevertheless, this project was a really great experience and I have been able to take so much out of it!