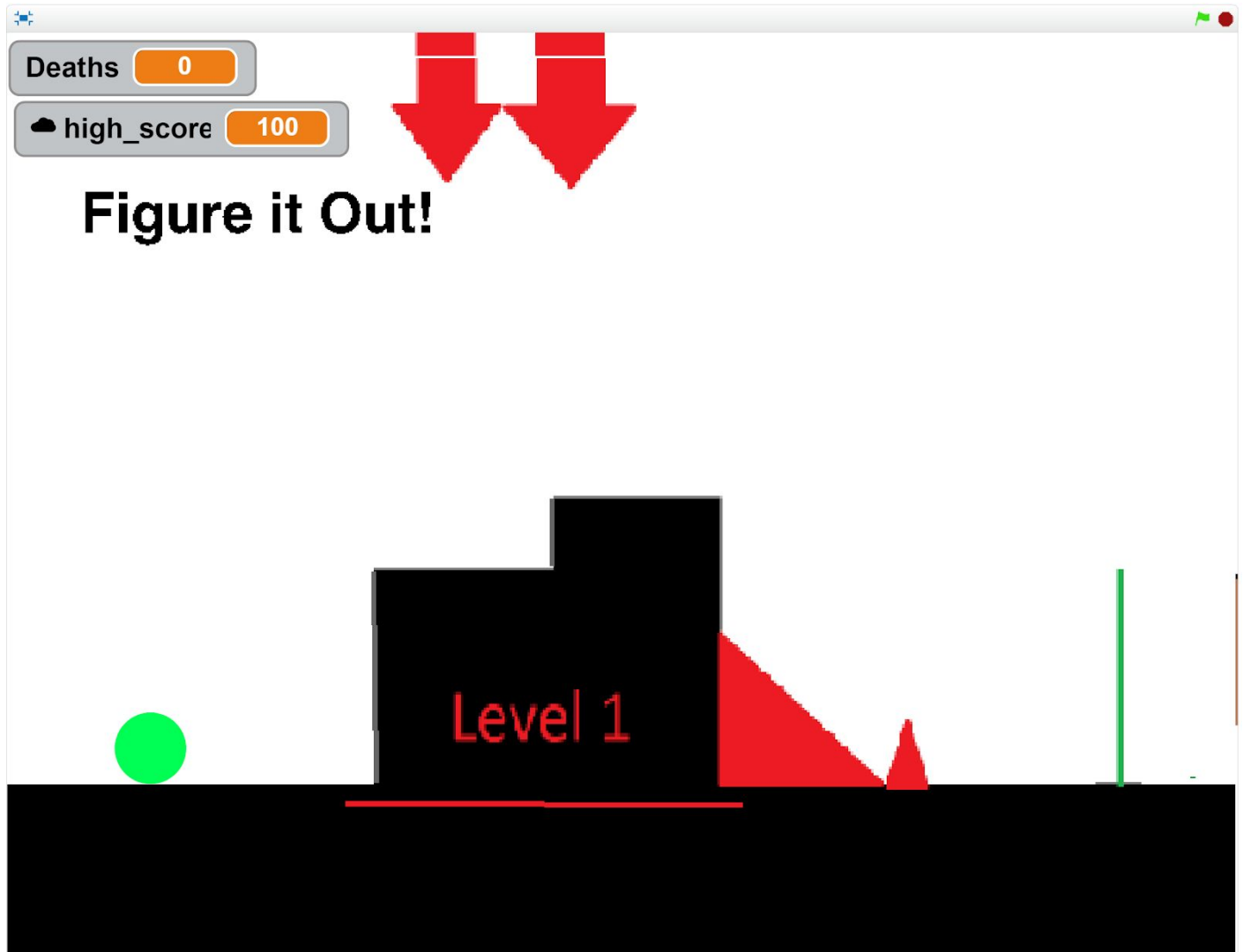


Greenball

Developed by Tanish and Abhi

Scratch Project Link	Greenball -- Final
	Greenball v1



Brainstorming:

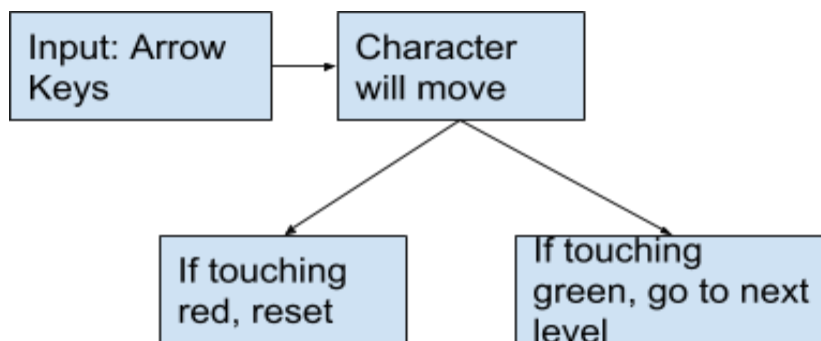
- Red Ball type game with multiple levels
- Space invaders
- Something like mario kart
- Multiplayer racing game
- Multiplayer fighting game
- Bird shooting game
- Dodging obstacles skiing game.
- Solve the problems to move on
-

Red Ball Game:

Tier 1) 3 levels of increasing difficulty, arrow keys for user input

Tier 2) 5-10 levels

Tier 3) boss fight, character can fight



Feedback:

Have someone chasing the ball

How are we going to program the gravity situation?

Add more levels

Should get more difficult

Have skills/powers

Have better/easy controls

Have better graphics

Instructions:	
Pro: Features Liked	Con: Aspects that were confusing, buggy, or etc.
<ul style="list-style-type: none">-it was a good game and relatively easy if you were not given the directions-Game is easy enough to learn in the beginning and does provide more of a challenge later on in levels.	<ul style="list-style-type: none">When you stay on the stairs on the first level for at least 5 seconds, the ball sinks through.When playing you have to have to jump an exact amount, and its challenging when you jump too

<p>It was a fun good.</p> <p>-Very entertaining to watch someone play.</p> <p>Addictive and very interesting.</p> <p>-The toughness of the game entertained the user well, as they actually have to think hard and do trials and error to find the solutions to some of the harder levels. Some nice features such as the purple ball increase the complexity of the game.</p> <p>Game is really creative</p>	<p>high</p> <p>Maybe you should add instructions</p> <p>Getting the ball past all the red is quite difficult for the second level (maybe remove the one or two red blocks until a later level)</p> <p>When spawning in the 2nd level, you will die if you jump while spawning (rage mode).</p> <p>Gets too hard by level 4</p> <p>Level 2 is very hard compared to level 1,</p> <p>Levels are pretty hard but a good challenge</p>
---	--

Conclusion Questions:

- Reflect on the creative process you used. What was useful? Discuss your reflection with your partner and then write a reflection individually.
 - (Abhi) I think that scratch helped us a lot with what we had accomplished, if we didn't work together as a team then the whole point of the game would not make any sense, even though we had different parts I think that both of us achieved what we were supposed to do
 - (Tanish) The creative process we used allowed us to systematically come up with ideas, as well as differentiate between doable and improbable ideas and narrow the choices down to 2. My partner and I both had different roles but both roles joined to form the game we currently have.
- Reflect on the team dynamic. What helped the team work well together? Discuss your reflection with your partner and then write a reflection individually.
 - (Abhi) I think that our creativity was the thing that made us push ourselves to make a project. My partner did a great job by making a foundation to the game and I did play the same role as he did, so that's why our game was really good.
 - (Tanish) We had a good dynamic because we split the tasks based on each other's strengths and weaknesses. My partner had greater artistic skills than me, and he did a great job at creating the levels. Since we each did our equal parts, the game came out to be very solid.

8/30	All: Brainstormed ideas about type of games we can make Reflection: Started to understand each other's capabilities
8/31	All: Pinpointed favorite idea, elaborated on the idea, created flow chart Reflection: Decided on who will do what based on strengths, mainly individual work
9/4	Tanish: Programmed Game Mechanics Abhi: Created Level 1 + Level 2 Reflection: worked well together, accomplished multiple things
9/5	Tanish: Found out that color sensing in scratch is very temperamental so in future should change items interacted to sprites. Added Bouncing to the sprite Abhi: Created level 3 and finished tier 1, started tier 2 and finish level 4 Reflection: worked well together, most efficient day of all
9/6	Tanish: Fixed bugs that caused ball to fall through the wall when touching black on the right side. Loaded created levels on game and added game over and you win backdrop Abhi: Created level 4, 5, and 6. Reflection: Joined work of both people, worked well together
9/6	Abhi : Added the final touches to the game, and fixed some glitches/bugs