Abraham Sabeh, Jacob Bogner

Comp 596 - 2D Game Design

Dr. Santore

**Collaboration**

Seeing that this was a group programming project since the beginning of the semester, the method that would work most effectively for completing this project was to split up the tasks that needed to be completed amongst the both of us. Once we had all of our assets loaded into our pycharm project that we were going to use for our game, we needed to decide on who needed to perform what exactly. In the beginning half of the game project, Abe would be responsible for generating the player sprite and enemy sprites into the initial setup of the game window, as well as generating a bullet sprite and attaching it to the player. Abe also implemented an MP3 file into our game that would play a bullet sound whenever the player would shoot by clicking the mouse, which Jacob was able to implement very well into our program. Jacob was able to successfully insert all the correct collision physics engines into our game, and was also able to get the game to update the enemy sprites to disappear whenever a bullet the player shot collided with any of them, as well as have the players score update whenever an enemy was killed. In terms of the client servers based portion for this project, we generally split up the tasks to have Jacob focus more on the tasks for the server side of the code, while Abe focused more on the client side.

**Communication**

Besides using github to be able to both work on and edit our project in pycharm, our main methods of communication during this project was through cellular text and through Discord. Whenever Jacob and I were both away from our primary machines that we would code on, we would text one another about any goals we had to complete and what had to be accomplished for the day. When we were both on our machines however, it was very easy to both join the same discord voice channel so we could easily talk to one another while working on the project in real time. Discord made it very easy to set up a server that Jacob and I were a part of so that we could always join the same voice channel whenever we wanted to discuss something about our project.