

Challenges & Tradeoffs



Team members:

Alper Akbal (developer)
Farid Harhad (developer & team lead)
Sean O'Connell (developer)
Andrew Staley (developer)
Tarik Teksen Tural (developer)

Instructors:

Dr. Jason Leigh (spiff@uic.edu)
Dr. Gabrielle Allen (gallen@cct.lsu.edu)

Challenges

We faced a number of challenges:

- Two hurricanes (Gustav and Ike).
- Farid's laptop and his car got broken. He had to wait over a week for a new machine.
- Tarik's laptop got broken. He had to wait for over a week for a new machine.
- We switched game engines when we discovered that DarkGDK does not support more than one wiimote using the Wiiyourself! Library.
- Irrlicht supported multiple wiimotes, but it had a steep learning curve we had to overcome. Especially with loading/manipulating direct x 3D models.
- Delivery of 3D models and art work in a timely manner. Andrew delivered only one bug and 4 characters (textured, but not animated) the last day before the final.

Tradeoffs

Initially we planned to have 4 game levels. Due to the challenges we faced, we were only able to implement one level.