*Where I wrote the code for sounds is in the “Level” method*

* Made it so sounds switch from one to another depending on what level you are on
* Background music
* Helped with the esthetics of the game

To get sound to change with level: put code to change sound in the “Level” method so that they know they work with each other

*Where your inspiration came from*

* I of it – goal of that game is to find the “T” but we wanted to make something better graphic wise and story wise so the objective of our game was to find and collect all the letters of “OBLIVION”

*What your plans were (and are!) for your game*

* Our plans were to make a game where you would be the “I” (that was your player) and you would use the instructions at the top of each level to complete that level and then
* In the amount of time we worked on our game we got our gravity to work which was awesome because the physics section was really difficult to work out
* Have almost one letter per level
* Have the “I” moving up and down and respecting barriers
* Have background music as well as some additional music
* Have a start page, have the mouse click work and also have the logical progression of the game be seen

*What went well, what did not*

* For me specifically, merging always seemed to be an issue and I felt like I sometimes lost code in the process
* The physics section was very hard and we had trouble getting the “I” to respect barriers and boundaries – but eventually we figured it all out
* The sound was an issue for me at times but I ended up figuring most things out
* Getting the “I” to respect the barriers on all sides was difficult

*What you learned along the way*

* Making games is definitely a trial and error sort of project

🡪 You make new code hoping it works and then you test it and see what parts of it work, what parts don’t and then you revise it to make it work more effectively

* I learned a lot along the way, I feel like making a game was very helpful in getting a better understanding in the code we had learned previously in the year
* That brainstorming ideas for a cool game is much easier than actually translating those ideas into code and making your game run the way you want
* You have to be willing to continuously improve your game because it wont be perfect the first time