Log for Final Week

## 2/20/19

This is it. All the weeks of putting in work. I’ve added some stuff to the game to make it better than it was because I felt like it wasn’t enough to show. I added collectable coins. The coins are the objective to end the game. I added the deaths of the player and enemies. The enemies don’t really attack but upon collision with the enemies the player does die. I’m a little upset about that but I’ve had people try it out and they enjoyed playing it. I’m finishing up the end game screen, but it shouldn’t be that hard. If I can do it I’m trying to get it to at least play on one phone.

I would say I ran into a lot of problems during this project, but I can say I’m very happy how it came out. I had to switch my game engine week 6 so to get this game up and running is something amazing. Godot is a great game engine. I made you look at code while teaching you there own GD script. They have a well document layout to get an understanding of what everything does. Although sometimes it didn’t make sense at times. I’ve learned that if it isn’t working to back off and have another person take a look at it and get their feedback.

Although this class will show what I did now with the game, I will be continuing to make this game better on my free time because this really caught my attention to think how games are actually made.