

Game Dev Assignment 2

The story of Kombat Kat: Kombat Kat is a basic, origin story tale of how Kombat Kat on his road to eternal peace had to fight off the allure of greed and money along his travels. He did this by fighting off the demons of the marketplace and of prospective business ventures, described here as bags of money. As this class progresses I'd love to show different snapshots of Kombat Kat's strange journey through monkhood.

This assignment was unfortunately something I had great aspirations for, but other assignments caused me to put aside this. Despite the fact that this assignment is very important to me. When I set out on this project I wanted to integrate a bullet hell like cannon feature to the game, however I ran out of time simply programming basic features and bug fixing small issues I have. This is another project in a line of projects where I've gotten in over my head.

Next time I'd spend more time focusing on what I'd set out to do instead of simply making do with the basic project. I may rebuild this project tomorrow and submit something more completed if allowed. To quickly run through the listing of decisions I had made. I wanted to keep the asteroids feel that we had begun with, since I understood the basic principles of how the physics were working. I wanted to do a countdown timer in the game to create a survival type game with the asteroids closing in and the health slowly draining as this occurs. To combat this I gave the player 3 shields by pressing the R key, which I unfortunately didn't put a bit of text in the game to tell the player, another thing I would go back and revise.

Perhaps the most difficult thing was trying to bugfix the little things, which chipped away at my time to make what I had set out to do.