Gregory McClellan

Project 1 Documentation

Proposal: The game that we proposed and the game we ended up with are two very different games. They are similar in the fact that you are trying to move a block through a randomly generated path without touching anything, but that is where the similarities end. Our game went from horizontally scrolling to vertically scrolling. Our proposal also stated how there would be enemies, but that idea was scrapped. Another thing or proposal talked about was the inclusion of sound. Generating the sound became too hard for what it was worth, so we eliminated that all together.

Struggles: As with any time that you make a game in a new language, we ran into a lot of problems. The biggest was creating sounds. Making sounds just with sound nodes was annoying. Not just that, they didn’t even sound that good. We really wanted our game to have this idea of creating music, but with the necessary shooter mechanic and how bad the sound sounded, it really wasn’t worth the effort. Another struggle was making the code look good. We really made a whole new game just recently, so the code ended up very spaghetti-like.

Workload: Since the game was Aidan’s idea he really took the lead. He had the block generation done pretty early, so most of the base game was done. I spent my time hooking up all of the menus and game states, creating labels and that sort of stuff. Where Aidan did more of the game logic.

Self Grade – 85%: I feel like I did everything that was asked of me, but not exactly enough for myself. As I said, Aidan really took the lead on this project, this game was his brainchild, and so I really just did what he told me needed to be done. I would have liked to do more art to create nicer menus and such, but alas, I’m not good at the arts.