

SPACE CHARGERS
REFLECTION DOCUMENT

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The work done with Andrew was good and work which I believe met the brief requirements. There were no fallouts between us and we worked very well together. Andrew showed determination to push the challenges and so did I. The hard work we put into this game shows our best efforts.

Although GitHub was a challenge, we found a way to get around it.

The game is one which I thoroughly enjoyed making and one where both of us got to combine our strengths together. Over the two week period for this assignment, we were in contact most of the time whether it was through teams or messaging. Both attending a few teams calls a week, we discussed what we needed to progress, what errors we came across and how could we get around these errors. Andrew went through some tough days and during those days I just made sure to check up on him instead of asking for work and progressing with our game.

The game itself was great. In the end, there was one or two things we couldn't crack but most hurdles were overcome. The art is made of pixels placed on a 64 x 64-pixel grid in krita which are then implemented through unity in Sprite Renderers. The animation was done in Unity. Animation was implemented within the scenes to make it feel like a true space game. The backgrounds switch to make it feel like the player is travelling with the ship. The part where we connected the code, inky and all the art was tricky but overall, I believe it was achieved. I am happy to have fulfilled my part of this project as I came with the space idea, the dialogue, the animation and the game art. I think in the future for 2D games I will be using more pixels instead of normal art as I found it an enjoyable experience.

Most of the games I saw and playtested had well crafted art from artists. I know I am not advanced like they are, but I believe my attempts within this assignment would give them a run for their money. I'm not an artist but I can still design. That's why I will not feel pressurized by their art. I know I didn't do art in school like they all did, and I know my drawings in real life are not on the same scale as theirs but my knowledge of what to design and where to place the designs is much more advanced. The mechanics of the game will come from the pointer and clicker and the player will answer riddles to try gain resources. When I came up with this riddle idea, I thought back to one of my previous assignments done this year and thought to myself how I could implement them. I pitched the idea to Andrew which he liked very much along with my space idea. The purpose of having riddles was to make the game one where the player could enjoy the experience, learn a few new things and to feel the need to keep playing. The characters who offer the riddles are quirky and therefore the AstroTheNaut can bargain with them and get along with their personalities. The pirate was introduced as the variable which could damage the variables. Gasto would offer a difficult riddle and thus if it was answered incorrectly, the resources would be taken away.

To Conclude, this game was fun to make and nice to have someone to work with. I do think we should have had more assignments like this year so we could have more interaction with our peers. Andrew was awesome to work with and it was partnership like none other. Although meeting once on campus last year, we do look forward to meeting next year on campus.