

Report - Zarca Dan L2-B

First of all, my project was to create a Pengo game like. The rules of Pengo are very simple, kill or be killed. In fact, you are a Penguin who must survive from opponents assaults and kill them by throwing ice blocs on them. After he killed them all, he wins the level, gains points, and go to the next level, and so on until he died.

Now, go back to my project. First my game was a bunch of idea I had, so I implemented them, that's it. It has no sense, no gameplay, just some fun tools. Then I had to start working on the project, what I've almost done. In fact my project is still unfinished (big file, etc...). Well, let's speak about what I've done.

The big challenge for me was to find a way to regulate the events. I am very confuse about the way my character moves with the keyboards, I tried almost everything (except the solution obviously) to be sure it moves correctly (Like my keyboard state board). Also, I based my displacement on FPS instead of timers, it is not a very good way of doing. Fine, I failed this part. Now, what I like in my project.

I like almost everything on my project, It is not a very fun game but it's less boring than Pengo. You have gems to get, a life bar, teleporters, maze modifier, and a lot of other useless things in addition to the original Pengo gameplay.

The hardest function to do in my memory was the bfs one, I look back now with amazement how easy this function was, I had a hardest moment with the ones to move walls (draw_mur and move_mur), and then again, I find them easy now, it was true, more you practice, easier it becomes.

When I finally understood how to set a Rect, I had a fun time using <http://www.famitsu.com/freegame/tool/chibi/index2.html> to create some spritesheets (it is a japanese web site where you can create some simple spritesheets from RPG Maker). I also used SDL_Rect to create the function write_number, the last function I've done.

About the data, everything I took from the net was from google image. I had to do a lot of modifications, to do that used Photoshop, Gimp2, and even Paint... From my game design, I think that now everybody know that I am not a graphist... Also, all the sounds comes from The Legend of Zelda games.

That is all, it is my first project report so I don't really know what to put in. Obviously, I didn't had to explain the two thousands lines of my code, I guess, did I had to ?

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