1946550-DADP-Exam

Written reflection

The game I created requires a player to move around a maze-like grid, collecting ammunition and shooting enemies. The dual mechanic is incorporated by means of the shooting, as in the process of shooting (by pressing space) the player is moved backwards a set distance or until reaching the outer border. This mechanic is used to shoot enemies, escape from enemies when surrounded, or reach areas of the map that would be otherwise unreachable.

I would have liked to have incorporated enemies that followed the player, but due to the systems being too complicated to learn in the given time, as well as very few 2D assets to implement pathfinding, I ended up making the movement of enemies random.

Unfortunately due to studying for other exams and being completely burnt out during the last few weeks of exams, I could not finish this game to the level that I would have liked.

I also experienced all kinds of errors while trying to figure out the tilemap, which used a lot of extra time, but was necessary to implement the game submitted.