

From this project I've learned how to import items into my IDE. I used Java with a library. The library I've used is LibGDX and found out how to use many of the mechanics like screen and collision. The java classes I used were screen and game to be able to launch my code. I made some classes myself to be able to implement the objects and collision. I learned how to import assets into the IDE and load them as textures. I also found out that you had to refresh the packages after you add in new assets for my IDE which is Eclipse or it won't be able to read it. I learned how to program graphics and launching a separate window when you run the code as well as keyboard inputs and mouse inputs. I found out how to set parameters and borders so the player can't go out of the screen. For the first few days I was looking at tutorials to decide what I would like to do but I knew I wanted to program a game like application. After looking at a few tutorials I combined the information to make my game.

A few problems I've faced were extracting LibGDX into my IDE, figuring out how to implement controls and collision, and having the monsters to spawn. I'm not very good with parameters so it was a lot of trial-and-error for making the menu buttons. With monsters spawning I couldn't have them appear on my screen. I solved this by forgetting the render function but then they won't die after I shoot them. I solved this by going through my code again to find what's the issue and found out that I've forgotten to include the code which deletes the monsters if you hit them with bullets. It also took me a while to figure out how to implement the graphics. I tried to implement a background using TMX but I couldn't figure out how to extract it or launch it so in the end I made the background a PNG.

Food falling through the gutters are grate.