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Exercise 7: Progress Report

Since my first prototype, a lot of scripts have been added. My game is currently composed of three functional levels and cutscenes (i.e., illustrations) between each level. The story is currently separated in three chapters. I slightly changed the levels seek-and-find concept for more broad mini-games to make the game experience more enjoyable and varied. My difficulties were how to assemble all the parts because there are a lot of scripts to put together in this game (i.e., they are mostly different from each other, which makes it difficult to create superclasses or to merge some scripts). Furthermore, I had a lot of bugs with the parameters of p5.AudioIn in level 2; I had some difficulties to make my elements react to the user's voice (i.e., they did not want to appear on the screen).

There are two other levels not added in this exercise because they are not complete and/or not functional. Furthermore, the illustrations for the cutscenes of chapters 4 and 5 are not complete, which makes the game even more decomposed. For the rest of my process, I will try to simplify my code (i.e., trying to create some folders in my code if possible, trying to merge some scripts together, creating new superclasses, etc.), finish the illustrations of the cutscenes in the fourth and fifth chapters and correct the bugs of their levels. If I have enough time, I will try to add a final chapter and epilogue part, which will feature a sort of final boss. Some of the challenges will be how to reuse the p5.AudioIn in level 4 without creating bugs between this level and level 2. Furthermore, I will try to figure out how to make the element moves in level 4 only one after the other with the p5.AudioIn parameters (e.g., when the user claps his hands once, a part of the magic petal appears and when he claps them a second time, another part of the magic petal

appears). Once I finish all my chapters, I will try to put more sound effects or soundtracks in my

game.