CGRA Project Reflection

Name: Christopher Yee

ID: 300508227

Vision (how challenging was what you tried to do)

The concept in mind was, at least in my mind a fairly straightforward implementation. Unfortunately due to unexpected events and overall unrealistic planning, the complete vision was not able to be developed fully in the time allocated. The primary challenge was to make working procedurally generated maps based on some criteria which I was not able to get working as well as I had hoped.

Achievement (how challenging was what you actually achieved)

Moderately challenging as it was the first time attempting the control scheme. I was happy with the result while testing and felt that it could accommodate other features I wanted to implement. The basic enemy AI I was experimenting with did not integrate well with breadth first recursive pathfinding, but produced some interesting flocking which I may use in a different project.

Technical (what technical challenges did you have to solve, how good is the programming)

I tried to take advantage of putting sections of code in multiple tabs to organise and structure parts of the game that could be condensed into methods to make things nice and readable. The only technical challenge I had was developing the procedural map generation which I wasn't able to achieve successfully.

Design (how good are the visual results and the game play)

Player navigation worked nicely, however interaction with the world was limited, due to not enough entities created for the player to interact with. Additionally, I wanted to experiment with a rudimentary AI for enemy movement, however I spent far too long on it that I could not implement pathfinding logic for the enemies as well as I'd hoped.

Requirements (did you meet all the requirements in the list above)

I met most of the basic requirements, though not to a degree I prefer. I had issues with being able to access different map configurations based on difficulty setting. I think given a bit more time, I would have researched a better way.