**Corbin’s Talking Points – A3P2.**

Introduce the game.

* 2D side scrolling platformer.
* Based on a scrap monster come to life in a scrap yard.
* Scrap is both health and ammo, which also affects speed.-
* Designed and created entirely by us (coding, graphics, audio).

Audio made by us.

* Instead of using stock audio, we chose to create our own.
* LWJGL Library called OpenAL, Ableton Lite, Mic, Beatpad and household items.
* First thing noticed is soundtrack playing at all times during gameplay.
* Sounds occur during movements like jumping, player and enemy shooting, picking up scrap, moving and damage.
* Validation tests tested timing of audio playing on correct action, correct sound playing, and sounds stopping, or pausing at the correct time.
* With more time I would add more sounds for different enemies and projectiles, more soundtracks for different levels, use OpenAL to create distance between sounds and the player and achieve a higher level of polish.

Speed alters based on scrap level.

* To increase complexity of play and distinguish TURD from other games.
* Speed was intended to increase, and decrease based on scrap level.
* This was intended to cause the player to manage their scrap levels at all times to be fast enough to maneuver the level and avoid attacks, but not have too little health to take a few hits.
* Did not have time to include, so we added a basic version of a speed boost and a trail affect that is added to the player when low on scrap.
* Only validation is that speed is increased when health is low.
* With more time we would have added this feature and caused it to increment or de-increment whenever picking up scrap or taking damage.

Contributions.

* The contribution from all members has been great. We have worked together and pulled our socks up to make our game a reality. Though our personal lives got in the way at times, we have communicated and been understanding and gotten the job done in the end.
* Before we started, though some of us had experience, most of us had no awareness of working in a group to create a game from scratch. We have now gained improved skills in Java, an understanding of making games, and for those of us with game experience, how to lead a group of developers.
* I have personally gained the skills to confidently use OpenAL, program at a higher level, create game sounds and soundtracks in Ableton Lite and how to better lead a team in an IT project.
* In the future I will work on better discussion and planning so that the group fully understands the projects, and exactly what is expected of them each week setting stricter deadlines.