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Reflection: Project 2
By Destiny Chescappio

In my report, I will discuss how I progressed in both the snowman and fireball's refined object details, the snowballs and fireballs behavior, sound, and the snowman's melting and growing behavior when overlapping the snowballs and fireballs.

For drawing and adding some detail for my objects, I have paid attention to the snowman and the fireballs. The snowman now has a carrot and top hat, and the fireballs' appearance are at its final stages of design considering they are png images. The snowman could have been a png as well considering the issues of increasing and decreasing its size, but it is good practice to use my own objects and to improve on creating them. Before I have shared that I will create the fireballs with pixel art but in my opinion, I am not skilled enough to create many square shapes and precisely place them in their appropriate areas to create a good enough illustration. There is always next time, perhaps when I improve.

When the snowballs touch the snowman, the snowballs not only disappear but also feed into the concept that snowman is eating them to stay alive and grow. The 'Ting!' sound gets triggered when the snowman touches a snowball and the snowball disappears and gets consumed by the snowman, so the snowman remains alive, and not melted. The sound is not a simple loaded sound, but it plays at different notes to give the user some feeling the holidays are near as they collect snowballs.
The fireballs are a major component in the game as well. If the snowman touches a fireball, he literally melts, his size decreases. Not only does the user have the challenge of dodging the fireballs, but also the challenge of preventing the snowman from melting while moving. As soon as the user presses the right or left keys, the snowman's size decreases, and he melts. This is where the usage of collecting the snowballs came along.
I also added a text to the top right corner of the game displayed on the web. This text notifies the user how many snowballs were collected when they touch and collect the snowballs.

During the creative process, it was a challenge to achieve a smooth transition from having the snowman start as its regular size, moving while melting, touching the fireballs and melting even more, to touching the snowballs and growing while maintaining a synchronization between its carrot nose, head and body. Before it was the snowman's size shrinking past a negative number in accordance with size, so its head shrunk while its base body grew larger and vise versa. It was an issue until I constrained its action of growing and shrinking size. Now, the snowman's body and carrots nose are in sync with the head's size transitioning between growing and melting. I left the top hat untouched so it would neither grow nor shrink along with the snowman. He is quite cute with an oversized hat when he melts to a tiny snowman size.

For upcoming content that needs to be applied for the project is to add the background of the winter wonderland and add states to officially have a title, simulation, winning and losing page. Ultimately when the snowman melts to a certain extent, a specific size, a losing page is displayed. For now, the snowballs stop falling when the snowman collects all ten of them. There will also be a winning page displayed when a certain number of snowballs are collected.