Game Post-Mortem #2 – Ninja-Time Strategy! October 27, 2014  
by Edward Thomas Garcia

## Timeline Reflection

I had big plans for a programming language I had limited experience in with building games. I spent much of my time learning HTML5, building an engine that would take my input and build a level out of it. I’m actually quite happy the direction the engine is going, but beat myself up because I can’t ever do what I propose.

I spent a total of 82.5 hours on the project in a span of about 2.5 weeks. Rough estimates are below:

* 20 hours – Following along to Pro HTML5 Games by Aditya Shankar (I can’t believe I forgot to mention this on my submission!)
* 30 hours –Building the engine and parts within. A JSON reader, an image loader, a sprite loader, a sprite animation loader, etc, etc.
* 30 hours – Box2D and Assets. What felt right when moving the character? How did weapons work? How to make one goal active after other goals. Draw a sword, shurikens, trees etc.

I’m not sure if I just move slower than the other programmers in the class, but I feel I took a lot of time just getting to this point. I know, making games is a lot of work. Making games in a short period of time is even harder. But I’m glad I’m in this class to learn the discipline and time it takes to make games.

## My Challenge

The biggest challenge I face is just getting a system out there that I understand and can build on. At the end of the day, I want something easily tweak-able while still being completely at the service of the player. That being said, moving from classical class base inheritance to prototype inheritance was one of the many obstacles I faced. On top of that, I wanted to make a system I’d feel at home with. HTML5 and JavaScript aren’t exactly indie game developer ready out of the box. There are many objects and subsystems that have to be created first before a developer can move onto design. I considered using a prebuilt system like ImpactJS or Phaser, but I really wanted to improve my ability to be adaptable to any system. So a lower level seemed to be the way to go. However, since time is the one thing indies don’t have, I am definitely going to use an extensive game package for my next project.

## Proposal vs End Product

These never seem to be the same. I set out on an adventure to make a parody game of real-time strategy games. I barely scratched the surface! I know the message I want to portray, but was unable to deliver. One thing that just happened, that I ended up liking a lot, was the sword weapon always being deployed for swinging. It had a cool feel to it. Swiping my mouse around to attack bad guys. I may look into continuing this in future games. Perhaps I’ll be able to even finish my message from this game.

However, the list of features that were cut out are extensive. Life bars, enemy coming towards the player, enemy damaging the player, buildings to destroy, level selector, levels, more graphics, and more engaging experiences. The simple reason for cutting was time.

## Conclusion

I feel like I broke even with this game. There was a lot to be disappointed about, but a lot that I learned and am proud of. I’m ready to start on the final project!