INDIVIDUAL STUDENT REPORT

Project Name: Project Block Boi

By: Adrian and Boston

Project Block Boi is a tile based puzzle game with collision and sprite movement.

The work included game design, C programming, team work, and GBA programming.

I learnt a lot about working in teams and working together to get things done being able to bounce ideas with your team mate is great. It’s been difficult at times too and sometimes compromise is necessary. The dynamic between teammates is important to stay positive and respectful.

There were many times where I would download the new files and because of testing some maintenance was needed. For example sprites changing position and missing tile pieces.

As someone that doesn’t play a lot of puzzle games or even 2d games, it was pretty interesting making one. Game design was hit and miss and I regularly changed maps and sprite positions.

At first we had 10 levels but realized early on that 7 levels was good enough and that there were more important things to do like the attract mode, score and pause systems..

When it comes to coding the functionality of the game it was both interesting and difficult to follow. I learnt a lot about how important it is to comment code and to format your code in a easy to read way(for your teammates mostly). Programming in C has shown me the value of OOP.