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Game Engine Creation

Critical Reflection

# Glossary

SDL  
C++  
Mario  
Luigi  
Koopa

# Introduction

This report hopes to highlight my experiences with GEC semester 2. I faced many challenges within this semester, such as no previous experience with SDL.

# Critical Reflection

Overall, this project was very difficult to understand, and a lot of challenges were posed as the completion of the project was neared. This was a result of unclear documentation; there was little to no explanation on why something worked, only that it did work, and an unfamiliarity with the graphics library used, SDL.

My poor understanding of SDL led to a lot of misunderstandings when it came to coding the project, such as having a check to hit a ceiling be placed at the player’s feet, or having gravity activate when the player was touching solid objects only.

In the future, I will make sure I properly understand the underlying concepts of the engine I am asked to build in.

## 1.1 Using GitHub as Source Control

GitHub as a form of Source Control is a useful method of keeping the project safe and saved correctly. I will continue using GitHub as source control.

## 1.2 Development process

The development process used in this project was quite good, I believe, as the process used was to immediately write the delete statements after writing new statements to ensure no memory leaks are caused.

## 1.3 Collision Detection

The collision detection was created by making a rectangle and checking if it intersected with other rectangles. Conclusion

## In conclusion, I think this module I could’ve done better in, if I understood SDL before starting.