Game Project 8.

Hedged Hogged.

Gethin Neagle.

What has been added?

Sound

I started off by adding sounds. This proved to be the most difficult aspect of the game for me. When trying to load the sound in the preload function, the music files were not playing. I researched how to add music files and came across 'Classes'. I found that by creating a 'Sound manager class' I was able to preload the sounds before the game starts. Ensuring that I could reliably load music files.

I added sounds which will randomly play when collecting the collectables and when jumping. I found that when using the same sound, it became repetitive. Background music was added for both areas in my game.

Different areas.

I found that I could re-use my assets to make a different level design. I did not want to add a new level, but for the game to 'transition' when the player reached a certain distance in the game. The BGM will change depending on where the player is.

Enemies.

Enemies were added to the game. At first, I made the enemies follow a path. I found this to be slightly boring and too easy. I implemented some simple 'AI' that will make the enemies detect the game character and follow them for a certain distance. It adds another level of difficulty to the game and makes the game more interactive.

Volume Slider.

I added in game sliders to adjust the game volume. Increasing or decreasing the slider will adjust volume.

Difficulty Slider.

I added a slider to allow the player to adjust the speed at which the enemies can chase the character.

I feel like I put quite a lot of thought and detail into my game & character design.