CM1005 – Introduction to Programming 1

Game Project Commentary

Hi, I hope you enjoy playing my game "Forest Knight". I want to go over a few things that I was able to implement and some of the features that I built into the game.

Your extension(s)

I added the all the implement extensions suggested:

- Add sounds: I wrote and made various short pieces of game music using an online sequencer. I also recorded various sound effects in my home to use as game sounds. Note that there is a piece of music that plays over the start screen, but only from the second time, this is intentional as P5.js won't let you play sounds before the user has interacted with it.
- Create platforms: I was able to implement both static platforms and platforms that are able to move around the screen.
- Create enemies: I also added some spider enemies. Note that I added a move state variable to animate them, and also that the game character can kill them by jumping on them.

In addition I added the following extensions of my own design:

- Menu Screens: I added some basic menu screens of my own design that will fade in and out. I also created a basic intro to the game where the game character emerges from the ground.
- Jump mechanics: I made a more realistic jump mechanic by implementing a jump power and a fall speed variable that allows the character to move around the screen more realistically.
- Walk animation: I also animated the game characters walk with a simple 4 frame walk cycle.
- Classes: If you look through my code you can see that the majority of my game objects implement classes and class methods. This way the game can be adapted and built upon in a modular fashion.

The bits you found difficult

I ran into several block that took a bit of time to work through during this project. I think the most difficult of these was getting the game characters interactions with platforms correct, especially once I implemented moving platforms. I tried lots of different ways of anchoring the game character to the platform, and eventually settled on a method where I set the characters floor height to the platform height

and constrain his y-coordinates. I'm sure there are more elegant ways of solving this, but I was proud that I was able to work through this and come up with a solution of my own that seems to work well, and doesn't break the flow of the game.

The skills you learnt/practiced in completing the game project

I don't have a vast amount of coding experience, and this semester I have been really enjoying learning the tools that you have as a coder, and figuring out creative ways to use them. This whole project was great practice for this. I think of a game mechanic I want to implement. I try and fail at first to make it work as I want. I keep trying until something works. I move onto the next part. I also learned a little about game art. I actually created some game sprites using a program called "Asperite", but in the end I decided against using them as I wasn't sure how they would be marked within the rubric.