

Final Game Project Submission

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Game Title: The Orchard

I begin by stating that the creation of this game, was the overall highlight of my experience learning this module. What had started as a basic outline has now fully transformed into a visually appealing platformer, reminiscent of old pixel games from the 90s era. In the final iteration of my game, I have included better visuals to fill up the seemingly empty background landscape. These are emoji-based running, in the text function, and placed inside the subsequent loop pertaining to that item. I have also implemented the new requirements for the game character interaction sounds in the game as well as soothing background music that extends the vibe of the game. These sounds include the player jumping, falling, being attacked by the enemy, and winning or reaching the flagpole. Furthermore, I have added the platform requirement using the factory method, they are placed at appropriate places which are a challenge of their own for the player to use as there are enemies and pits below. I have also added the last requirement for game enemies in the form of snakes in the apple orchard, to blend in with the overall theme of the game. I have also updated the game character to be a little more animated when jumping and falling.

The problems I have faced with the game pertain to the misaligned videos for the game project after part 5, where there were variables introduced that were not explained to us, such as “game char world”. Additionally, the arrangement of the code in the videos was also very different for the past videos. This issue caused some confusion and errors in my code as I was trying to follow along with the recorded examples. It took some time as a beginner to understand fully where the correct code needed to be placed and what variables needed to be supplemented or reorganized. I highly recommend updating the recorded videos after part 5 for future students as well as providing longer video materials when explaining the code.

Finally, because of the issues I faced, I was able to eventually overcome them through my own hard work and perseverance which actually helped me get more accustomed to programming in p5.js. I learned to be patient with my code give myself a break and come back to it after some rest. This was one of the greatest and most effective advice. I also learned positioning the code is very important when working with loops, pop, and translate so only specific areas are affected when changes are made or implemented.