Matthew Moseley

Aiher Dragon Final Documentation

Experience:

The Esthetics and overall concept of my game remained the same in the final design of my game. My main dragon mechanic originally was meant to have twice the number of segments bot controls were only meant to be bound to every other segment. My initial design also was based on the premise that the more the segments bends the more the dragon accelerates forward. I turned it into an endless runner style gameplay flow and the motions the players make only positions them in an area on the screen.

Extras:

A majority of my extra work went into design and extra asset production. A lot of my code was refactored components from class assignments. Making the control as interactive and sensible as possible was the most innovative part of my coding. My sounds and sprite assets are all custom and I’m pretty proud of how they turned out. Having tested it with others the game has the aesthetic and flow that I expected going from something very serene and tranquil looking but explodes into chaos because of the controls and increasing amount of eminent danger. Though this wasn’t done through the local storage method, I managed to fake a score saving system.

How it Went :

I had issues not being able to have anything to present for the prototype phase but apart from that the only error that occurred was the non-fatal error that was caused by the SoundJS library. My dragon segment creation was a little sloppy and had I the time to re-design that I could make it procedural which would open up the possibility of dynamically increasing/decreasing the number of segments on the dragon to make a way of increasing/ decreasing the difficulty also maybe a multiplayer game mode could have been an interesting addition. Another thing I could add is a dynamic method for drawing and generating the mountains rather than using images with a bounding box for collisions.

My greatest success is that the game turned out visually and mechanically overall as I had planned. My initial proposal mockup had all the elements that appeared in my game. I even managed to make the game flow a little more interesting by having the score constantly increase. I am pleased with the fact that I made the game that I wanted to make.

Non-course Resources:

Ambience asset sound from EnviroAmbient ©. This sound used is a placeholder for the project submission <https://www.youtube.com/watch?v=yRy58bZNU4Q>

Grade(solo-project):

I feel like I met all the requirements and all my assets except for the ambience were my own custom assets so I feel like I may have earned a 95%, however I did not turn in the working prototype because the night it was due all I had was a broken version of bluestems that couldn’t even load the canvas so because of that I only could get an 85%