Brooklyn DiPietrantonio

Game Programming I

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Final Build: Torches

Game Name: Torches

Game Description Short: Traverse your way through dungeons with nothing but a torch!

Game Description Long: Traverse through a deep, dark dungeon with only a torch in hand! Find various items to help illuminate the way such as oil and lighter fluid, helping you find the key out of the darkness! Watch your step though, as many leaks and puddles may burn out your torch!

Credits:

* Art, Design, and Programming – Brooklyn DiPietrantonio
* Programming help - Jeff Meyers
* Playtesting – Robby Billings, Zach Wojcik

Genre: Puzzler

Developer Log:

While creating Torches, I ran into a large amount of familiar issues that I faced in the past while making Unity games. Being able to stretch those muscles again was great for my programming and Unity skills.

Initially, I used the tagging system for making new items. In the long run, this could have caused me issues as it’s not OOP oriented. Moving forward I made classes for every item as this allowed for better customization, control, and organization of each item.

Another issues I experienced was creating the ScoreManager and ensuring it did not have too much responsibility. My first approach to programming always had me consolidating scripting to leave things as simple as possible. Coming into professional programming standards, this isn’t good practice. One of the downfalls I had for my ScoreManager is that it also manager Oil burn time,