

ANDY OCAMPO – GAME PROGRAMMING 1 FINAL

Game Name: Block Rush!

Description Short: Match a certain number of blocks before you run out of moves and time runs out!

Description Long: The player will have a set number of total matches they must complete before they run out of moves or the timer runs out. Every time the player matches 3 blocks, they are rewarded 2 seconds on the clock. When the player matches 4 or more blocks, they are rewarded with 3 seconds on the clock.

Genre: Puzzle

Postmortem:

How did your class/components design work out? What would you change if you could start over?

So I tried to make my classes as modular as possible, but I think I could have abstracted things further. There are like 3 singletons in the game and really the only objects are the tiles that are created. I think it's alright because it's a simple game, but I probably could've moved things around.

Rate how reusable the game codebase is? What percentage is specific to the game? What percentage is specific to the platform (monogame/unity)?

I think it is maybe like 50-60% re-usable, because I do use a lot of .GetComponent calls and [SerializeField] to grab objects from the scene rather than loading them in code. I also use Raycasts to detect objects on the screen, and I'm not too big of a fan of that. So I think 40-50% of the code is specific to the game and 50-60% is specific to Unity.

How maintainable is your code? Is it easy to add more enemies, pickups, weapons, levels etc.?

I think the tiles themselves are pretty maintainable it's easy to change a tiles sprite and see their positions. I don't really add new objects but I do wish that the tile manager would randomize the board when I wanted to make a new level.

Did you finish your game?

I got most of what I wanted done but it can be buggy at times and I wish I had more time to address those issues. I also wish I could have added a menu and maybe if I had time some sounds.

How did the scope match up with the proposal and allotted time?

Pretty well I didn't add anything too crazy, but I would've rather had the game be endless rather than only having five levels.

If you did not finish what is left to do?

Menu, randomizing board on each new level, making the game endless rather than a set number of levels.

If you could redo the proposal what would you change?

Maybe I would've wanted to try to make it in monogame and challenge myself further as it is still a new platform for me.