Group 2

Production Journal

Last week, we met and discussed ideas and came up with our idea and decided how we would split the work. We also found different tutorials of how to create games and use GameMaker. In addition, we all downloaded GameMaker and Github for desktop and learned the basics of repositories. This week, we started creating the prototype. We had a meeting together on Friday and discussed what we needed done by Sunday and who was doing what. Jack and Ben worked on the code for the game. We had a lot of trouble getting Github to work right, because some files wouldn’t open on other computers, but we got around this eventually. Also there were some bugs in the game that were hard to work out, especially the timing of different elements like the fireballs, and getting the destruction of gems to work. Also, this week Kelly created some of the art for the game, like what the gems look like and what the explosions look like. She used photoshop and illustrator to make different sprites for the game. She also designed the characters and found different open sourced sounds that we will use in our final game. Next week, we are going to implement the platforming part of our game and complete all the art. Jack and Ben will create the code and logic for the game while Kelly is in charge of all the art. Having both parts ready by the end of this week proved to be too difficult and we just focused on getting the correct mechanics of the puzzle part. The platforming part will include our character design and different power ups that affect the puzzle game.