

Game Engine Evaluation

Jonathan Bartolo

During my coding experience in this course, I came across a lot of problems and difficulties while making the game. I never had any coding experience in the past so this was a big challenge. When I started making the menu it took me quite some time to finalise it and make everything look in order. I tried to make the menu match the theme of the game as much as possible by giving it fitting colours matching with the background and fonts. I wish I could of made a (How To Play) button on its own instead putting it in the options menu.

In terms of the gameplay the original plan was to make the stages random generated each time the player dies but I could not find the right source to help me do this, so I had to find another way. Instead of making the levels random generated, I made one long run that had different backgrounds and gets harder along the way.

I wish I could of added some powerups for example an armor for the player that will have the ability to bust through the enemies for a limited time and made better UI and ending screen but again, It took me so much time to make the basic coding such as enemies, platform, death, jump and others so I think I did the most from what knowledge I knew.

(Update after playtesting)

I Updated the Menu and made the How To Play in a separate button and removed it from the options button. I renamed the options to volume since all it can do is adjust the music.

Thomas Vella

Evaluation

During this course, I feel that I could have done a much better job overall, I often got confused and lost during the lessons, which led me to not knowing most of the basic coding lines. Having the lessons online instead of face to face did not help either. I do wish that I had worked harder as I feel that I could have helped to make a better game and learned more. When I was following along and trying out different lines of coding during class, I found myself enjoying it, thus I am ashamed that I didn't apply myself more. Since I could not help my teammate much when it came to coding, I focused on doing all the art for the game, keeping track of all the documents and helped him look for reliable coding tutorials. I am very proud of the illustrations I did for our game and feel that they came out great. I also feel that I am more that capable in coding when I try as hard as I can. One day, I would like to try and learn more about coding and see what I can do if I try to focus more.