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This is a graded discussion: **15 points possible**   **due Dec 21**

Week 18: Discussion 8: Final Project Presentations

6   15

Check out your classmates' Final Project assignments in this discussion.

Put up a Live Preview URL for your final project as your first post.

Share at least one peer review by making at least one post. Include feedback and constructive criticism for one classmate's project in your post.

↩ **Reply**

○   (https:/   **Josh Barnard**
(https://canvas.santarosa.edu/courses/33387/users/74662)
Monday   ⋮ _

Super Bowser's World:
https://preview.c9users.io/joshbarnard/cs74-
42_srjc_fall_2018/Final_Project/Super_Bowsers_World.html
(https://preview.c9users.io/joshbarnard/cs74-
42_srjc_fall_2018/Final_Project/Super_Bowsers_World.html)

Description:
A remake of the first level of Super Mario Bros, but the player is bowser and the enemies are mario and luigi. Its your kingdom, so collect your taxes (coins) and clear your lands of pesky little plumbers.

To Finish:
Right now you can breath fire as a weapon, later on I would want that will require a power-up.
Make bricks breakable.
Have enemies walk back and forth, and start in fixed locations.

Edited by **Josh Barnard (https://canvas.santarosa.edu/courses/33387/users/74662)** on Dec 19 at 11:03am

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(http   **Michael Rosenhahn**
(https://canvas.santarosa.edu/courses/33387/users/48981)   ⋮ _
○

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Hello

I tried following your link but the application is not running. Can you provide a live preview link to your game?

Josh Barnard
(https://canvas.santarosa.edu/courses/33387/users/74662)
Wednesday

Thanks for letting me know Michael. I got the preview URL and updated the link in my original post.

Michael Rosenhahn
(https://canvas.santarosa.edu/courses/33387/users/48981)
Yesterday

OK I got in and was able to play your game.

The graphics and the sounds brought my back to those retro Nintendo days. It is also a nice twist showing the world from Bower's point of view.

 The controls seemed a little too responsive and I sometimes would feel like I could not control the player sprite with fine enough control to perform my task. This was most prevalent when trying to jump. Slowing things down a little may help with this.

  I was able to shoot through the pipes if I got up against the pipe. I do not know if this was intended but I see this as making the game a little less challenging as the player can always clear the path by shooting from behind the obstacle.

   The player sprite always wanted to return to facing to the right once movement stopped. Sometimes I'd land behind an enemy and need to turn around to shoot. If I was not quick enough I'd miss the shot because the player sprite would turn to face the wrong direction.

   On one occasion multiple sprite overlapped each other to the point that they looked like one sprite.

(**see video of my play test   (https://preview.c9users.io/maxpeck1/cs74-42/PlayTest/Bowsers%20World%20-%20Google%20Chrome%2012_20_2018%201_07_25%20PM.mp4?_c9_id=livepreview0&_c9_host=https://ide.c9.io)**)

All said it was a good game for the amount of time we had.

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Edited by **Michael Rosenhahn** (https://canvas.santarosa.edu/courses/33387/users/48981) on Dec 20 at 1:18pm

↩ **Reply**

Moses Ost
(https://canvas.santarosa.edu/courses/33387/users/15167)
Tuesday

https://preview.c9users.io/mosesost/cs74_42a_moses_ost/client/Module%2015/finalProject.html
(https://preview.c9users.io/mosesost/cs74_42a_moses_ost/client/Module%2015/finalProject.html)

Space Adventure: Fly around! Kill the biggest red monster of them all!

It can be kinda hard. Start with the little monsters and on the final boss it's better to be hit by the red wave attacks than the fast super-damaging ones.

Greg Hughes
(https://canvas.santarosa.edu/courses/33387/users/63033)
Tuesday

Hey Moses,

I just played your game a few times. First I would like to say that I think you did a great job with the aesthetics of the game. The look and feel of the game is fitting for its plot and all assets work together well. I like the music you had chosen too as it builds as you get to the end. I also enjoyed the fact that you added progression by allowing the player to level up, and made good use of scroll bars! Some criticism I will give is that it hard to kill incoming enemies, I feel it detracts from the ability of using your gun as you may as well be just dodging for survival. If enemies were easier to kill, it would showcase your ability to level up which peaked my interest mid-game. You could even implement gun upgrades or something like that in the future. Also I think the final boss fight should be a bit longer and harder. It was a long build up for a fight that ended almost instantly for me. Overall, the game is very clean and I can tell you put a lot of time into it. Keep up the great work!

Moses Ost
(https://canvas.santarosa.edu/courses/33387/users/15167)

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Yeah

when I switched it back to the playable build. Here's the revised URL.

https://preview.c9users.io/mosesost/cs74_42a_moses_ost/client/Module%2015/finalProject.html?_c9_id=livepreview0&_c9_host=https://ide.c9.io [(https://preview.c9users.io/mosesost/cs74_42a_moses_ost/client/Module%2015/finalProject.html?_c9_id=livepreview0&_c9_host=https://ide.c9.io)](https://preview.c9users.io/mosesost/cs74_42a_moses_ost/client/Module%2015/finalProject.html?_c9_id=livepreview0&_c9_host=https://ide.c9.io)

Edited by **Moses Ost** [(https://canvas.santarosa.edu/courses/33387/users/15167)](https://canvas.santarosa.edu/courses/33387/users/15167) on Dec 18 at 8:51pm

↩ **Reply**

⃝ (https:/

Greg Hughes
[(https://canvas.santarosa.edu/courses/33387/users/63033)](https://canvas.santarosa.edu/courses/33387/users/63033)
Tuesday   ⋮ _

Worra's Tale

https://preview.c9users.io/grhug/cs74-42-fa18/module13/game.html?_c9_id=livepreview0&_c9_host=https://ide.c9.io [(https://preview.c9users.io/grhug/cs74-42-fa18/module13/game.html?_c9_id=livepreview0&_c9_host=https://ide.c9.io)](https://preview.c9users.io/grhug/cs74-42-fa18/module13/game.html?_c9_id=livepreview0&_c9_host=https://ide.c9.io)

Battle orcs and gather your highest score while defending the mighty Worra's village.

⃝ (http

Josh Barnard
[(https://canvas.santarosa.edu/courses/33387/users/74662)](https://canvas.santarosa.edu/courses/33387/users/74662)
Wednesday   ⋮ _

Hey Greg,

Nice game, I love the graphics and theme. Unfortunately though, I am on a laptop using a tough-pad, and this style of game is almost impossible for me to play because my computer is having a hard time dealing with input from the touchpad and keyboard at the same time. When I use the touch-pad to target and fire I cannot use the keyboard to move, and vice versa.

Otherwise its a great little game and is fun to play!

↩ **Reply**

(https:/

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(https://canvas.santarosa.edu/courses/33387/users/48869)
Tuesday

Sadly it's not quite in the state I would have liked it, but here's my game:
https://preview.c9users.io/suedefalcon/finalcs74fall18willcooper/finalgame/index.html
(https://preview.c9users.io/suedefalcon/finalcs74fall18willcooper/finalgame/index.html)

arrow keys to move, space-bar to attack. Don't get touched.

↩ **Reply**

(https:/   **Lewis Jackson**   ⋮
          (https://canvas.santarosa.edu/courses/33387/users/45309)
          Wednesday

Cyborg Ninja

https://preview.c9users.io/srjclewisjackson/fall2018-cs72-42-node/CyborgNinja-
ver1.3/index.html?_c9_id=livepreview1&_c9_host=https://ide.c9.io
(https://preview.c9users.io/srjclewisjackson/fall2018-cs72-42-node/CyborgNinja-ver1.3/index.html?
_c9_id=livepreview1&_c9_host=https://ide.c9.io)

A 2D platformer with flight mechanics. Shooting while flying is a one hit kill and waiting for an
enemy to start walking away before you attack may give you an advantage.

I had a friend test this game and they said the flight mechanics were a little difficult. Putting in
sound effects and music was the last thing I had set to do but I didn't have time.

(http   **Gregor Gonzales**   ⋮
         (https://canvas.santarosa.edu/courses/33387/users/51207)
         Yesterday

Lewis, I was waiting to see your game ever since I read your document. You did a fantastic job
on this game! However, there are some things that I noticed that would be good to build on.

Your friend is right, the flight mechanic for the game is very touchy and could use a little work.
maybe have the player rotate left or right using 'A' and 'D' keys instead of the 'W' and 'S' keys.

Othe

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not take damage until it notices the player. You may want to take a look at the code for that particular sprite.

In all, you did a fantastic job designing the map, animations, and hazards. i hope that you expand more on this game because I see a lot of potential for your game!

Munte Murad
(https://canvas.santarosa.edu/courses/33387/users/132439)
2:08pm

Lewis, I have played you're game more than a one time and I think that you've done a great job with the sprites and the animations, I liked the idea of the bullets following the player. But one problem is the player movement is not snappy and smooth its more leggy, which I think is a down turn to you're game.

↩ **Reply**

Gregor Gonzales
(https://canvas.santarosa.edu/courses/33387/users/51207)
Yesterday

https://preview.c9users.io/gbiz/module02/Rough%20Prototype/Beta.html?
_c9_id=livepreview30&_c9_host=https://ide.c9.io

My game got most of what I wanted in my game. The objective is to position yourself and shoot a target that changes location after each hit. Also, every time the player launches the game, the layout changes.

↩ **Reply**

Munte Murad
(https://canvas.santarosa.edu/courses/33387/users/132439)

My first "X" is to shoot arrows to move and "Space" to jump. It's in unity so you'll have to download the file first the name of the file is "Week 15 unity game."

https://ide.c9.io/reallme/week15   **(https://ide.c9.io/reallme/week15)**

↩ **Reply**