

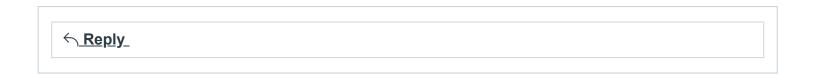
Week 18: Discussion 8: Final Project Presentations

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.





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.

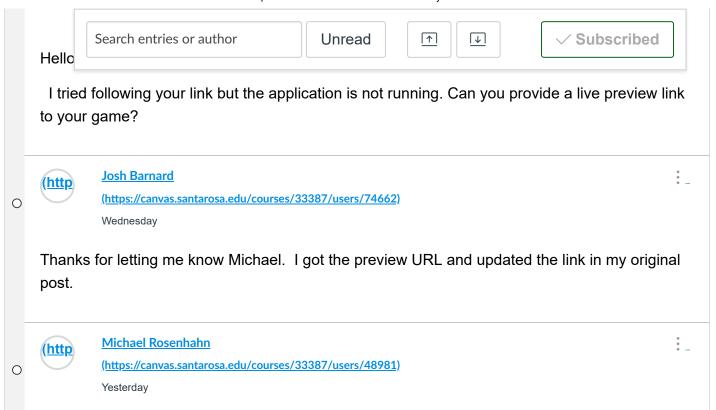
Have enemies walk back and forth, and start in fixed locations.

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



Michael Rosenhahn

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



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.

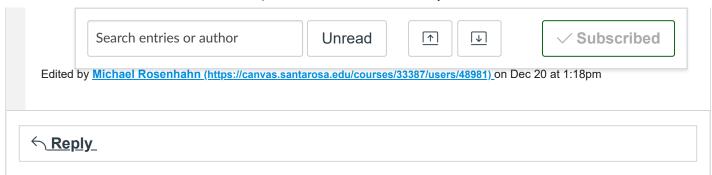
I was able to shoot through the pipes if I got up against the pipe. I do not know if this was intended but I see this as making the game a little less challenging as the player can always clear the path by shooting from behind the obstacle.

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.





Moses Ost

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

Tuesday

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

(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

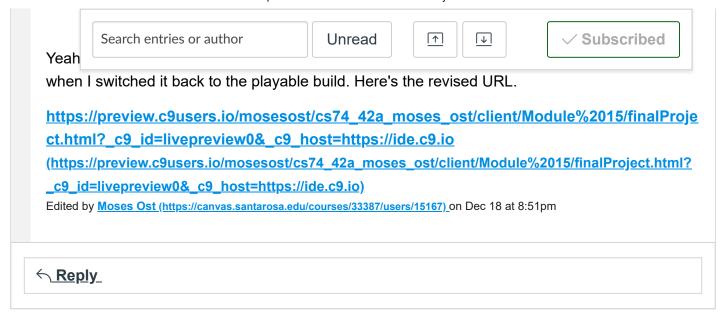
Hey Moses,

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)





Worra's Tale

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



Josh Barnard

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

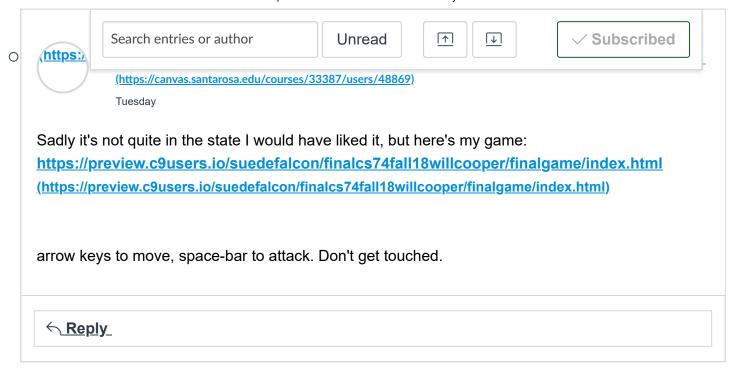
Wednesday

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!

<u>Reply</u>





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.



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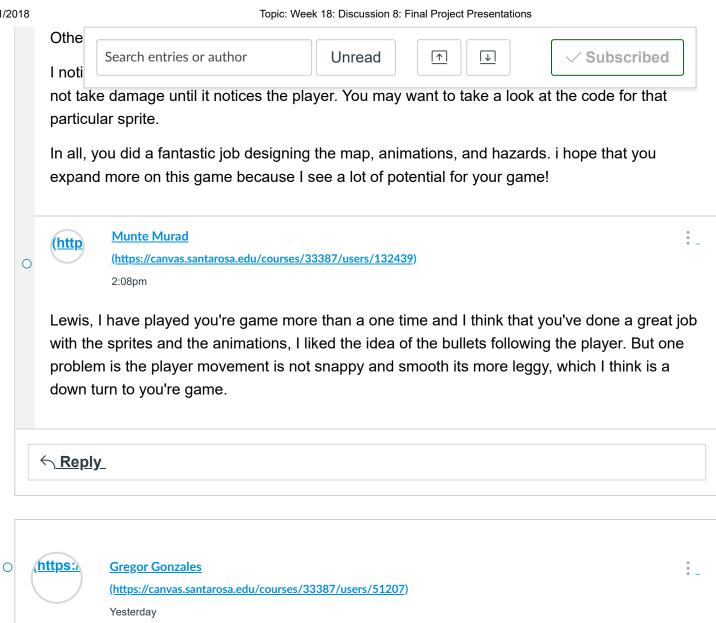
Gregor Gonzales

(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.





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.





Munte Murad

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

