

DATT 2400 Final Project - "Avoid the Circles!" Game

For my final project, I decided to challenge myself a bit by producing a game which I have never done before. The game is simple, but I'm not sure if it works properly. You move the yellow circle with the up, down, left, right keys on your keyboard to avoid the green circles all while you try to get points by clicking on the white circle that randomly spawns on the screen. I will admit the process of building this game was quite hard as I'm not so skilled in coding and this was definitely a big step up from my previous work in this class. It was very hard to wrap my head around concepts and everything as it was very frustrating when stuff didn't work, and because of this I had to cut a lot of stuff out from my original plan as I thought it would be too complicated and I was already struggling with including the code for the basic features of a game like the movements and the "Game Over" when the yellow circle hits the green circle. Some concepts we learned in class that I wanted to include in my project were object oriented programming, interactive elements and if else statements - that I'm not sure worked but I tried my best with. Your advice, professor, on what codes I could use was incredibly helpful and I could not thank you enough. I tried my absolute best to change it up as much as I could so it could be different from what you originally gave me. Watching a lot of YouTube videos on how to make a game on Processing was also a really helpful resource and helped me gain inspiration for some aspects of my game like the clicking of the white circle to get points. Although I was too hard on myself with this project, I will say a success I gained from this is I learned how to make a game and it kind of helped me understand coding a lot. My major weakness was definitely my impatience when code wasn't working and many times I would just close my laptop for a bit and try again a bit later. I think my other weakness would have to be my disorganization and not having a checklist beforehand so I wouldn't be frantically wondering what I was missing. All in all, as much as I

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Dec. 12, 2022

struggled with this project, it helped me have a deeper understanding of coding and I would honestly be up to do something like this in the future as I'd love to get better at coding!