Game Design Report

During the game design process for the Mario game I learned the basics of coding with SFML. I learned how to add sprites, make those sprites move, change properties of existing elements, change fonts, detect key inputs and when key is released and how to add sound effects.

The process at first was difficult for me as it was a lot of new information learned at a fast pace that was difficult to keep up with, especially considering the fact that I am still fairly new to the C++ language. The process was frustrating at times, especially when I hit a dead-end on multiple occasions.

I remember making Mario move around was the most difficult process for me. The first time I tried it I was completely lost and that was frustrating on the first day trying. To fix the problem I spent time away from the problem, before watching over the tutorial videos on Blackboard to give me insight on how to get Mario to move. This worked well, and I ended up finishing the rest of the development without too many more issues.

It was really cool discovering how limitless SFML is when it comes making games. You can quite literally do anything and the thought of that is exciting to me as a fresh-faced developer.

Overall, learning to make a simple Mario game in SFML was a rewarding and admittedly fun experience. I got a basic grasp on coding games in c++ and ended up with a working finished product after all the frustration and trials.