
GRIFFITH COLLEGE DUBLIN

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| **Faculty:** | Computing Science | | | | | |
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| **Lecturer Name:** | Gemma Deery | | | | | |
| **Assignment Title:** | Review 2 | | | | | |
| **Date due:** | 18/04/2025 | | | | | |
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Signed: _____Kornii_____ Date: _____02/04/2025_____

# Link to Repo

https://github.com/Kornii-Kuvaldin/SD2-Game

# Contents

## Game Details

### Summary of the Game

> Subterra Showdown it's a 2D, 2-player game. Two players race each other on who can make the most money in a limited time. To gain the money the player will need to mine certain precious gems that they can find scattered through the underground while they mine.

# Summary of Contribution

For this review I focused on improving the visual and functional aspects of the game's block system and minor integration updates with the GameManager. My primary contributions were directed toward adding and refining block assets, enabling class support for game logic, and ensuring that block collisions integrate smoothly with existing player mechanics.

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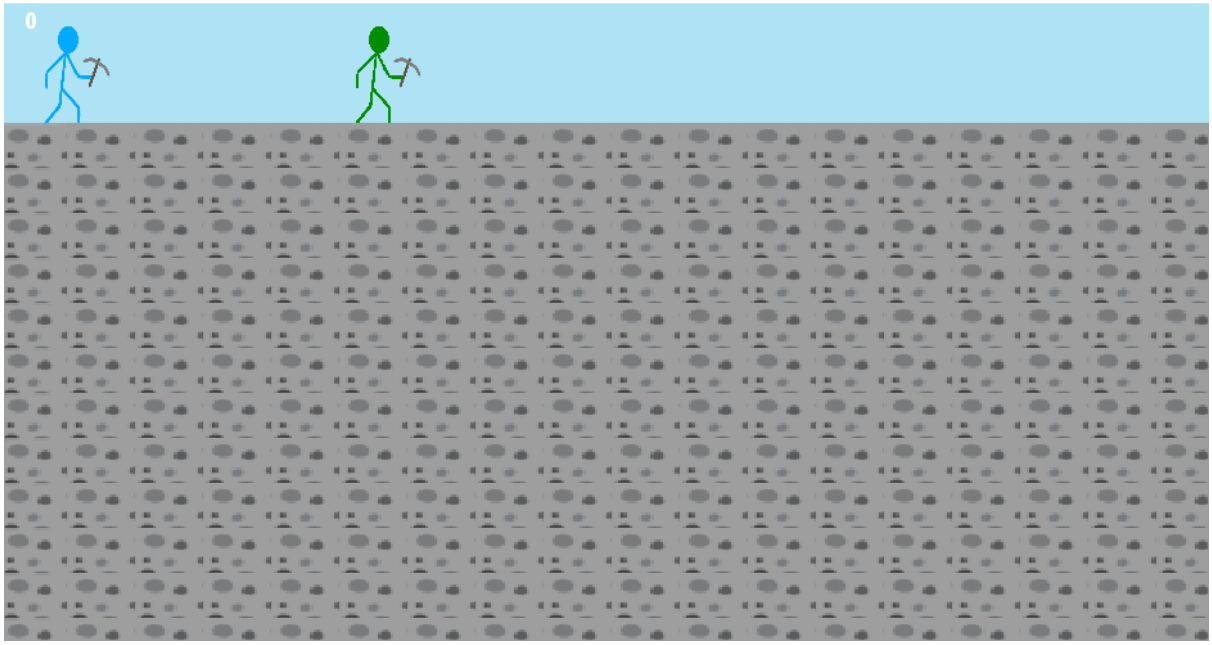
## Implemented Features

## Downscaled Block Image

Replaced high-resolution textures with performance-optimized versions to enhance loading and visual consistency in-game. This is visible in the block grid shown in the screenshot



For now, blocks overlap each other, but in further development we are changing the grid generation to fix this issue

## Block Class Enhancements

Added necessary methods that were previously missing from the Block class to support player interactions and game physics. This also includes some functionality to change the collision system since there is not a constant ground level

## Collision Support Integration

Ensured that updated block behavior was reflected correctly in GameManager, facilitating smoother player-block interactions (e.g., the green and blue characters navigating or digging)

## Refactoring & Code Cleanup

Included minor corrections such as fixing a class name, streamlining merging from dev branches, and synchronizing block-related logic across branches. This is mostly a readability change due to the large amount of previous tests that are currently not needed

## Future plans and current progress

This iteration allowed me to solidify foundational block interactions and optimize assets for better gameplay performance. Challenges included reconciling branch differences and ensuring backward compatibility after adding new methods to the block class. Future focus will be on expanding player interactions and enhancing mining mechanics.

I expect to implement horizontal movement and alter our current mode of movement to allow for an easier collision. Right now we can have just a slight pushback, but I want to make it so that on collision movement just stops.