

Development Logs

Exercise 7

This exercise took me 30 minutes and 8 seconds, as I attempted to think up a ridiculous idea that managed to go hand in hand with Christmas. So I settled on two guys lighting a Christmas tree firework using a lightning bolt.

Exercise 8

This exercise took me 5 minutes and 42 seconds, as I changed the passage of text to make it easier to read.

Exercise 9

This exercise only took me 3 and 25 seconds as I used sprites to draw unique shapes.

Exercise 10

This exercise took me 52 minutes and 25 seconds, as I looked up the mechanics of recreating the classic game 'Breakout'. I then utilised different sprites to add my own spin to the game.

Exercise 11

This exercise took me 10 minutes and 30 seconds, as I put my own array of tracks into the exercise and made the shuffle not show the same song repeatedly.

Exercise 12

Despite taking 20 minutes and 18 seconds, this was the trickiest exercise as figuring out what I wanted my robot A.I to do was difficult. I ideally just wanted my A.I to run around the grid, staying away from the other enemy A.I's.