

Learning journal Tom Hoyle

I started to work on my components from week 4 of the term. I chose to do components that would help me in my other assignments. The first component I chose to do was an enemy AI that would go from point A and end in point B. I chose this as my game would have an enemy in it that would go from point A to B and the player would have to shoot it to end the level.

The second component I chose to make was the scene switching component. I chose to do this as I would have multiple levels in my game and I would need to switch between them and go back to the main menu. The scene switching went from the main menu and loaded the level that the player wanted to play. It also had a pause function that would stop the time in game and would let the player go back to the main menu.

The third component I made was a scoring system that would count the amount of times that the player clicked before killing the enemy. It would allow the player to shoot the enemy 3 times before ending the level.

The last component I made was for when the player had completed the level. It was for when the player had shot the enemy and it would take them to the next level.