

Game Engine Report

For my game I decided to do a space shooter type game, as i figure it would be simple enough for me to complete. However I could not know at the time that my request to leave jury duty would take 3 days to be shown to the judge and be allowed to leave, so the time that i would have spent working on other projects had to be pushed forward, thus leaving less time for this game. I had intended to put sound effects and background music in the game, as well as get the timer to work, but sadly I was unable to do so.

My game opens into the Main menu, fairly insubstantial but it's there at least, then after pressing space the game proper will open, I had originally intended to use mouse clicks to click a button, but i couldn't get that to work properly.. Once the game is open, you will be in control of your player, an enemy ship will be flying towards you, if the ship makes it past you then the game will end and return you to the title screen. Unfortunately that is all there is to this game, I wanted to do more, but with this being the last big assignment due in the semester I had to push working on this one to the last minute.

As for design choices, i decided to have a try with SDL2_image so i could use pngs, however this may have inadvertently made it harder to do certain simple functions.

And as for loading the objects into the scene, i simply grab the image file in the constructor for the MainScene and initialize them when they are supposed to be used, it would have likely turned out better if i had somehow made a vector of gameobjects and an array of enemies to make the spawning more smooth. In hindsight there are a lot of things that I would like to go back and redo but circumstances conspired to not allow for that.

Side Note This was a great class, I feel that i actually learned something, even more impressive considering the circumstances under which you became our teacher. Have a great summer!

