

Game project 8

Make it awesome

Commentary,

I stretched my level out compared to the last game project. I stretched it out enough to what I felt was a an adequate amount for a short game in one level. Since I was doing one level, I wanted there to be some sense of satisfaction from completing the game so I tried to make the game enemies a little difficult to deal with while platforming. To this effect I made the enemies guard the ground between the canyons and made the enemies and their hit distance by proxy a little large so you can't casually jump past them. Not being able to see their position at all times while moving forward also makes it a little more challenging. Aside from increasing the size of the level and adding enemies, I added a a score counter to keep track of the mushrooms you can grab as collectable items. I added a flagpole that you must collide with to end the level, this flagpole has two states that signify whether the level has been completed or not. I also added various sound effects, game background music on a. Loop, a sound effect for falling into a canyon, a sound effect for getting hit by an enemy, a sound for jumping and lastly a victory chime for reaching the flagpole. One thing to note is that I couldn't get the music to loop without an additional input first (I suspect an issue with the library) and the counter doesn't increment past 1 for some reason. I mainly learned more about how functions and methods work having finished game project as well as using multiple libraries in one project.

~ Umar Sultan