Adventures of Master Dumpling

Final Game Project by Danica Rachel Lim 220143653

Extensions

Enemies:

My enemies are sumo wrestlers and ninjas because I've been itching to travel since the pandemic started, and I've always missed going to Japan. I created the sumos in [Figma](#) then exported the sprite movement as one tile sheet. I used a variable, *changeImg*, to traverse the tile sheet by multiplying it with the crop dimensions.

Platforms:

I opted to create moving platforms instead of regular platforms or collapsing platforms, because I always enjoyed riding moving objects in *Zelda* and other such games.

Sounds:

I enjoy listening to music and I know it adds to the player experience so implementing sounds were a definite must. I got all of my audio assets from [Mixkit](#).

Bits I found difficult

Moving Platforms:

I had a lot of trouble figuring out how to adjust the avatar's physics with that of the platforms.

Parallax Scrolling:

Figuring out how to implement parallax scrolling with a 2D camera was very difficult. It was hard to wrap my head around the logic behind the 2D camera, much more parallax scrolling. Currently, I feel like my implementation of parallax scrolling is very basic and brute forced; I hope to improve on this more in the future.

Organising the Code:

Using multiple files is foreign to me, but I wanted to try it out so I wouldn't have to scroll through a thousand line of code every time I debug. It was definitely a new but fulfilling experience.

Sprite Animation:

It was first time using sprites as well, so animating them was something very new to me. Thankfully, I have a bit of understanding on animation from the stop animation and photography gigs I used to do, but I pulled most of my understanding from the past game projects.

Skills I learned

Other than items iterated from the previous section, I would say these are the other notable things I learned:

Using Classes and Class Hierarchy:

It was difficult to learn classes at first, whilst simultaneously trying to adapt ES6 (though not perfectly). Thankfully, I had enough time to understand the basic function of classes, although, even now, I admit that I do not have a complete understanding, much more a mastery of utilising it.

Using Figma:

I discovered Figma from being a part of the media team in church, but only when I ventured to create objects and characters for the game project was I able to utterly familiarise myself with it.

Taking Things One Step at a Time:

At the beginning of the game project, I was quite overwhelmed. I had a vision of what I wanted, but I couldn't keep up with my aspirations and I was afraid that I didn't have enough time to achievement what I wanted. But, my mom told me to take it one step at a time, to not dwell on all the things I haven't done but to look at what I have done. When I finally gained some momentum, I started listing small goals and crossed them out one by one, slowly. I felt better, more efficient, more fulfilled, as I crossed out those to-dos. So, out of all the things I've learned, this is by far the most valuable one.