Evaluation – Game Engines

In our game I mainly contributed into making the scenes and the images behind them. I created the design for the buttons and also the backstory for the game. Since our character was a bear in space I had to figure out a good story/reason why a bear is floating in space. I made it seem that the bear had some vision problems and he went on an adventure and the only cure was going to space finding these droplets. Throughout the development of the game we had problems figuring out how fast the game needed to be and also the pace of the game. The most challenging part was the colour changer which is the main part in our game. The original idea was to reduce the resolution of the game and make the enemy/collectible go faster every 10 drops of paint collected but instead we could only do it by reducing the size horizontally. For the speed part we only had to change some variables in the code to make it work with the counter. Also we had difficulty in figuring out how to change specific colours on the background but only one hue was able to change and this made our expected outcome harder.