Game Engines

BA Hons in Game Art & Visual Design, Year 2

TASK 4

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Game Evaluation

Starting with the beginning of this project, at first it took me a long time to decide what game I would be replicating. I was going to do Super Mario at first but then after I was told to do a simpler game, I decided to do snakes. When I started coding the game Snake, I was worried because I did not have any assets yet and the tutorials, I was following was skipping a lot of details. After this I had settled on doing Flappy Bird like some of my classmates.

This time I easily found the assets I needed and the Flappy Bird font. Once I started coding the game, I had managed to do most of the mechanics that make the game itself work but I had problems with the game triggering the canvases, which at this point I had starts to try and figure it out by myself which ended up making the problem worse. At this point I had started all over again and I carefully took my time to make sure I was coding properly, as for the canvases I had managed to fix my "game over" canvas and I had also created a scene specifically for the main menu page because I didn't want to mess up with another canvases again.

Once I was done with the coding itself and fixing the pipe spawning and little adjustments like animations and so on, I had found out that I had the wrong file in the GitHub repository the whole time. I had some help form the lecturer to fix this problem, but I somehow had managed to reverse this, and I had to fix it again.

Overall the game worked but, I would still change a few things like better pipe spawning, adjusting the animations, I would have committed more with each change next time and I would have also added more features like a proper main menu, high scores in the game over page and so on. Since this was my first-time coding, I'm still glad about the outcome because I manage to add a few features that where not in any of the tutorials I was following.