Project 2: the Krab maze

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Overview

The idea for Project #2 ways to explore what "peaked" my artistic interest of what i learned through this fall semester, and that would be my Crab Maze that was done for Project 1. This maze was a pivotal moment in my codding learning experiences since it was a sum of my knowledge and creativity at the time. Now, after memorizing the feedback given to me, i am confident that I could improve the maze and add on to it with a level system and possibly a story line.

Goals

1. I wish to first improve any bugs and/or mechanics that would make the game much smoother
2. Add (at least) two more levels with increasing difficulty with a similar theme as the original
3. A possible story (aka the Crab needs to find her kids and get home) that would progress the game
4. Add the cheat that Dr. Pippin Barr loved so much
5. MOST IMPORTANT: COMMENT MORE OFTEN AND ORGANIZE THE CODE BETTER

issues that would need to overcome and how i could solve them

1) The level system

Being new to codding, i have no knowledge on how to create a separate simulation that would appear after another. After a few hours of research (...)

2) Dying and not restarting from the first level

I definitely would like to make sure the user does not have to restart the whole game if they "die", the better option would either give the user lives to give them a better chance or make them just restart that specific level and keep the progress from the past levels

3) Play around more with arrays

This project will result in having many arrays controlling multiple events at the same time and currently i don't believe that i could pull off such a feat of coding on my own. As a solution, i have been religiously studying the arrays texts and videos provided, with time and help i belive that this could be achieved.

4) Adding sounds and effects to improve the gameplay enjoyment

After readding about sounds 4 weeks ago and not having incorporated it in any of my projects, i would like to have an ambience that would simulate being under the sea. To solve this, i have studied the sounds texts and videos but need to play around with it to feel more comfortable and understand it completely before adding it to my final project.

Side notes

I have a bad habit to overly complicate my life when doing these projects but, If i achieve all of my goals and solved all of my issues, i would like to get feedback from either peers or teachers to see if i am missing something that i would have not thought about such as: adding more decor to the levels or removing aspects that would take away from the core idea of my project.

Schedule

I. Week 1

Flush out the already existing "Krab Maze" which means: fixing any overlapping errors that was talked about in the feedback, changing the ending by removing the octopus from this level and making it a wall instead, making the game smoother by making arrays for the sharks and ect. All to have a strong foundation to build my final project on. (reference image 2.1)

II.   **Week 2**

Work on stage/level 2, this stage will be slightly more challenging by simply making the maze longer and giving it more dead end paths. Which makes this level more of a maze than anything. (reference image 2.2 for a better visual)

III.   **Week 3**

This week will be dedicated to the final stage/level of my game. I want to add a connection from the first level where i will have a color pattern ex: (yellow,pink,blue) on the screen in the form of shells or such that will be crucial to remember in order to get passed the last level (check image 2.3 for a better visual explanation)

IV.   **Week 4**

Week four will be dedicated to getting feedback from peers, family and (preferably) Professors to get opinions on how to better or finalize my game, during this time i will be simplifying the game as much i can to make it organized and easy to read.

V.   **Week 5**

The final week will be solely dedicated to analyzing the feedback given from the week prior and improving the game with the suggestions, while running the game over and over checking every ending and notting down what has been checked and what needs to be tweaked.
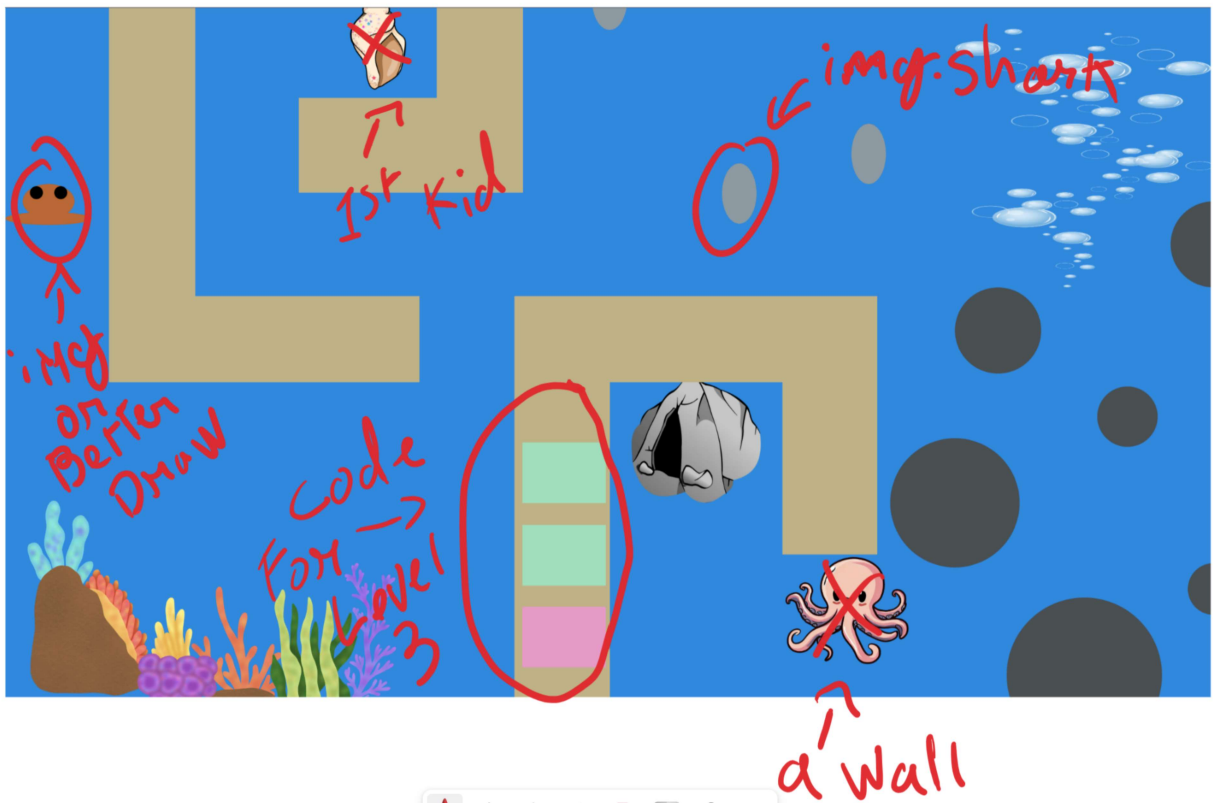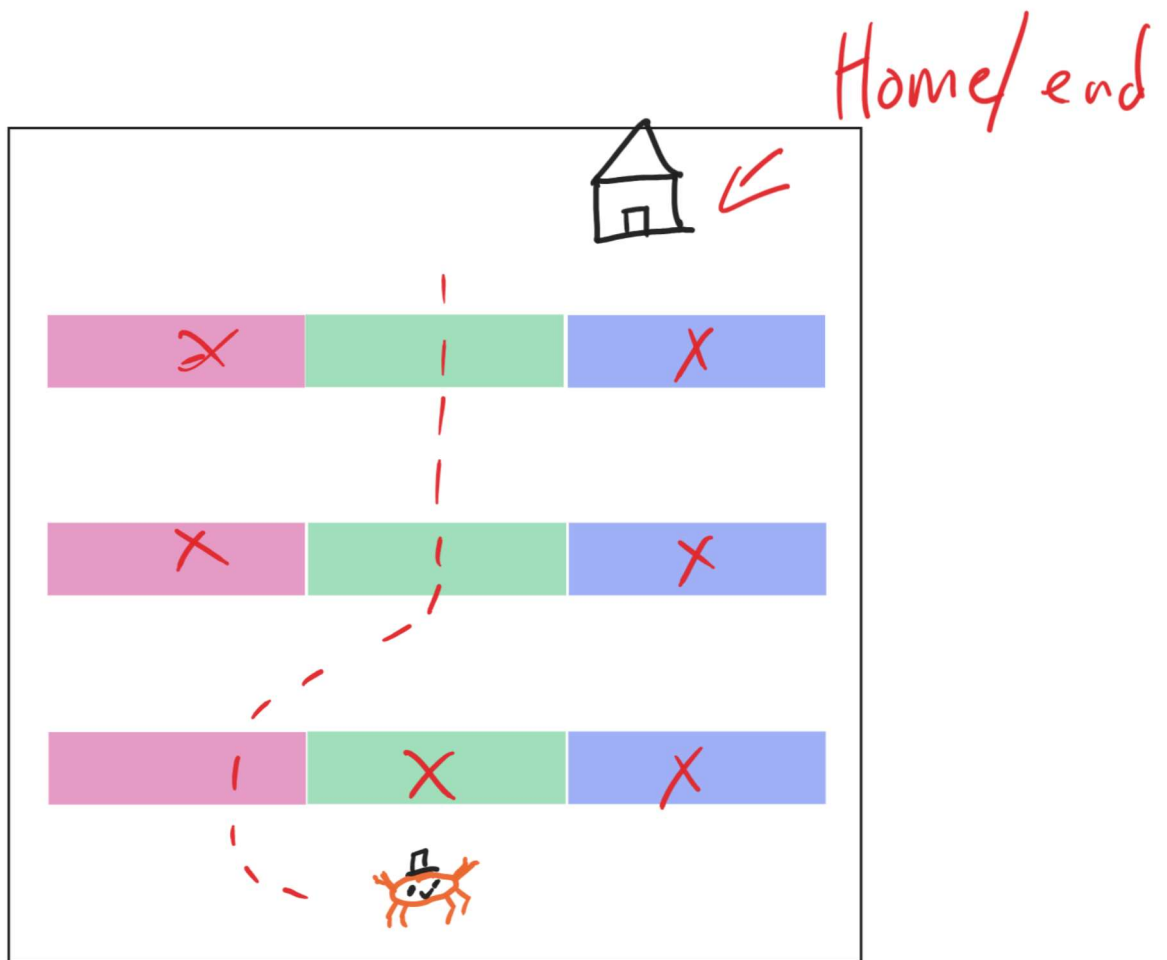
Images/ sketches

Image 1.1

Image 2.2

Image 2.3