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CAP 3032

Final Project

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“Squared”

The Iteration

Two new stages have been added. In the first, the lower platforms are non-functional, and you must use the spikes to reach the exit. In the second, the enemy square returns, and you must position each square on a button in order to continue. I have also added a final stage of sorts which can lead to two different endings for the game: doing nothing during the narration gets you the bad ending (and a hint for the good end), moving to the right gets you the good ending. The game will now also check to see if the user has entered the famous Konami Code (up up down down left right left right b a). If this is done on the main menu, the “OVER 9000!” video will play. If it is done in the normal game, nyan cat mode will be activated, complete with music, a nyan cat sprite for the square, and a different, evil nyan cat sprite for the enemy (both of which will flip when turning). I put this easter egg in so I could get some basic experience in dealing with sprites. In short, short though this game may be, I tried to give it the bells and whistles, and thus, the feel, one would normally expect from a larger game in order to make it more polished.

Critical Analysis

1. Visceral: Given my lack of artistic talent, this game was intended to be very minimalistic from the start. Please do not misunderstand, though, I am not attempting to use this as an excuse. Even taking such minimalism into account, the game could certainly look better. However, given what I set out to do with what skills I have, I believe the game does not look bad, and I find its simple artistic design to be rather appropriate for the simple kind of game it is. My attempt at attention to detail with things such as the movies also gives it a look of mild professionalism.
2. Behavioral: User interaction in this game is straightforward and easy, but even with that, I found some difficulty in keeping a balance between giving instructions and flat-out telling the

user how to win. I feel this is handled relatively well by the square's silly comments, and provides, a good, if fairly easy, level of challenge. While I would not go so far as to say that playing it feels like you're playing a professionally developed product, I hope the controls and gameplay at least feel decently well-conceived and thought through.

3. Reflective: I did not try to make this game one that will give you hours of enjoyment, nor one that will give you a rush of sheer fun and excitement. Rather, it is more of a concise distraction; a fleeting way one could hold off boredom, much in the same way a mildly intriguing article you see on someone's facebook, or a lazy walk through a new store would. I would certainly never pay money for this, but I would probably give it a moment of my time, and, more importantly, not regret having done so.

Self-Reflection

1. I feel like the most appropriate response here would be `rect()`... but that is not the case. Perlin noise still amazes me in all its faux organic glory, but it is not specifically related to the Processing experience... Despite not being used once in my project, I must go with `frameRate()`. An easily set frame rate is, I feel, the core aspect of the draw loop, and the heart of what makes visual elements so appealing and consistent in Processing.

2. Without a doubt, making the foundation for the game, especially getting collision detection to work well (thanks for that, by the way). Deciding how I should best spend my time in finishing the game was an important thought as well.

3. Put concisely, how design and iterative processes come together.

4. I have always been a strange sort of person who needs to have a basic plan before starting something, but who dislikes having one which is too scrupulously detailed. Though there should certainly be room for experimentation and deviation, a larger project such as this one deserves a greater deal of initial planning so as to maximize future productivity. The bigger the project, the more you should have thought out at the onset; that is the mentality I will try to have in mind for upcoming projects.

P.S. Again, I thoroughly enjoyed this class. Thank you so much for having taught it, and I wish you the best in your future projects.