Soul\_Clicker Reflection

By Vincent Crowe

Soul\_Clicker was the crappy knock-off I made of the hit 2013 game ‘Cookie\_Clicker’. It was the first thing I’ve ever actually completed; all past experience has been tutorials and the like. In hindsight, I would have gone for a more challenging task, but this first experience of app development did give me insight into one of the most important parts of coding and development, debugging. The creation of this app let me experience what its like to test your app, find a problem, identify the problem, find that problem in your many lines of code, and then fix it. With the scale I was on, finding and fixing the problem wasn’t that difficult with the amount of code I had, but I can definitely see that with larger projects and less user-friendly interfaces, debugging become an issue. The actual development of my app was quite quick, I had a pretty clear idea of what I wanted to do, but it also wasn’t very original, I just used Cookie\_Clicker as a template and put my own spin on it. It started out very small, but after I finished in under an hour, I decided it really needed an expansion. It went from a one screen game with an infinite amount of possible points to a proper goal you were aiming for: achieving ‘Unlimited Power’.

All in all it was an informative project and I liked the outcome of the app. but I should have gone for something more challenging.