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Level Design

Intention

I had made a game previously which I thought was turn-based combat, but I recently realised that I had a different idea of a turn-based combat game, so I had to make a new game with the same game concept. The game concept which is the player trying to keep the plant alive, this plant goes against a vicious bacterium. I want to create two levels where the player would have two attack options in the first level and on the second level, they would have two attack options but whenever they make an attack simultaneously the enemy will spawn bacteria spits towards the player to destroy it. The player will have a power up boost during the game play.

Process

I started from the beginning trying to create a simple turn-based combat game. I then moved onto making the two attack buttons which was very easy and straight forward. The second level is what gave me a bit of issues. I wanted the player to take damage whenever the bacteria spits hit the plant but however, getting the health to decrease was not happening. I was probably not noticing a minor mistake, but I just didn't have time to look for the minor mistake. The projectiles were spawning and getting destroyed smoothly and interaction/collision between the projectile and the plant was seen through the impact of the particle system. So, I knew the minor problem was the line in the code where I am supposed to tell the system to take damage for the plant. However, I will fix this issue in due time.

Reflection

I feel like if I had my previous assignments marked then I would know which common mistakes I am making on my projects and I was busy building onto a project that didn't even meet the criteria of turn-based game. I just need more time to process each project as they come because I am honestly just making and submitting broken games just to meet the due date. I think feedback on previous games would give me good direction and I would iterate and fix past mistakes before building onto the game for a new submission.